

4 PCs

LEVEL 5

INTO THE WELLES FALLEN LEAVES Adventure Path by Will Myers



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Fallen Leaves Book One: Into the White

A 3.5/Pathfinder Compatible Adventure for 4 level 5 PCs

An ancient rivalry between Elven deities threatens to overtake the entire world, unless an artifact, the Menalpaur, can be recovered! There is only one clue to the hiding place of the Menalpaur, but the Elves have yet to find it.

CREdit8

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Fallen Leaves Book One: Into the White is a 3.5 OGL & Pathfinder Compatible Adventure designed for 4 5th level characters. This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Role-playing Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at www.d20srd.org & paizo. com/pathfinderRPG/prd/ respectively. This adventure is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found on page 65 of this product. Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.) Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Adventureaweek.com, LLP game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.



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Adventure Background

This adventure takes place in the Adventureaweek Campaign Setting and assumes that you have played through "Contagion" in the Adventureaweek.com Side Quests Volume 1. If you have not, read the following summary.

"Contagion" Summary

The PCs headed north out of Rybalka to find the cause of a curse that was affecting the town. The PCs found the cause to be a *flask of curses* of elven design. As they returned to town, they found that the cathedral to the warrior god was under attack by a group of elves, who were searching for an ancient weapon called the Menalpaur or "Heavenly Fist." They did not find the artifact, but one member of the group got away when the leader, Myhal Melithaltindre, allowed himself to be captured, distracting everyone from the fleeing elf.

Myhal will tell the PCs that his reason for searching for the Menalpaur is that recently something has been growing inside the Silent Forest that is slaughtering the Elves; the Edhelgurth. The Elven Death. Normally, the Elves would not be worried, but recently Naneth, the Elven goddess has been answering her worshippers prayers sporadically at best. The Elven Matriarch believes that Naneth has began warring with her sister Naraneus, the goddess of the Drow and sent several groups of Elves out to search for the Menalpaur, hoping that Naneth could use the Menalpaur to end the war with her sister and turn her attention back to saving her children. None of the groups have returned with it. Myhal's orders were to investigate certain "places of the dead." He was told to search the cathedral in Rybalka and if the Heavenly Fist was not there, he would move to the Loi'Tok Burial Mound in the Vikmordere Valley.

Myhal understands that he faces immense danger as an Elf in the open world, but he follows his Matriarch's orders and hopes to bring the Heavenly Fist back to his Matriarch.

Depending on the Adventure Hook taken, the PCs will either escort Myhal back to the Silent Forest, to the Vikmordere, or toward Mohkba.

Adventure Synopsis

The adventure begins in the village of Rybalka with Mayor Leonid asking for the PCs help in questioning Myhal. Myhal will hesitantly explain his mission and ask for the PCs help in finding the Menalpaur. From this point, the PCs must decide what to do with Myhal. If they will not help him, Myhal asks that he be allowed to return to the Silent Forest.

If the party decides to help Myhal, they will travel together to the Lok'Tok Burial Mound and search through it. If they escort him back to the Silent Forest, he thanks them, and goes on his way. He remarks that he will be making his way back to Loi'Tok soon, though. If the PCs choose to take Myhal to Mohkba, they could be captured at the riverside town of Sunglor by a group of Sunglorian militia and transferred to the custody of the Mohkbavian military. Once this happens, an "Agent of the Dauntless Order" appears and demands the release of the prisoner into her custody. In fact, this is a disguised Elf named Mareth Algar. She will help Myhal and the part escape, as the Tsar was planning to torture and question Myhal and make the PCs "disappear."

Sage Yuri Statel, who is an agent for Tsar Tokolvor Klavek XIII, will contact the government regardless of the PCs decision regarding Myhal. This could cause confrontations with guards or soldiers along the way, even if the party decides not to go to Mohkba.

Adventure Hooks

1) The PCs may decide to escort Myhal back to the Silent Forest. If so, he will try to convince them to help. He will stake his own life for their safety inside the Forest. The party can decide whether to help him or not.

2) The PCs may decide than an Elf in the open land is worth much to the government of the Klavek Kingdom and escort Myhal to Mohkba.

3) The PCs may decide to help Myhal and go with him to the Loi'Tok Burial Mound. When they do not find the Menalpaur in the mound, Myhal will ask that the PCs accompany him back to the Silent Forest.





1. Rybalkan Jail

The PCs are found by Perry Yefim, one of the Rybalkan guards, and summoned to the jail. Along the way, Perry tells them that Mayor Leonid wants their advice on questioning Myhal Melithaltindre. When they arrive, Perry escorts them to a small office that currently houses Mayor Leonid and Sage Yuri Statel. Mayor Leonid doesn't look happy when the PCs arrive, but he looks slightly more relaxed now that they are here.

"I'm glad you're here. I've been trying to get him to tell me more about this Menalpuar and the Edhelgruth, but he won't. He just sits there and tells me the same thing over and over again, like I should know what he's talking about. I would appreciate it if you would help me talk to him."

Mayor Leonid takes the PCs and Sage Statel to the jail cell where Myhal lays with his eyes closed. Almost all of the Rybalkan guards are nearby, looking agitated. As the Mayor and PCs arrive, the guards can be heard whispering to each other, recalling folk tales about the Elves and what powers they have over people. Only Alex Bladetooth refrains from gossip. He nods at the Mayor, Yuri, and the PCs, unlocking the cell door, one hand on his sword. As the door opens, the rest of the guards take half a step back, as if expecting Myhal to have become a wild beast and leap out of the cell.

Myhal opens his eyes and smiles slightly. He pivots and sits up on his bed.

Myhal Melithaltindre 3.5 | Pathfinder

Sitting in his surprisingly clean cell, Myhal is dressed in a simple brown shirt and brown pants, standard jail attire for Rybalka. He looks down at his manacled hands before folding them in his lap and appraising everyone in the cell. All of his gear has been removed, but he does not seem perturbed by his missing equipment.

"Welcome back, Mister Mayor," Myhal says with a grin. Addressing the PCs, he says, "Welcome, friends, to my humble abode. You will forgive me if I don't offer you tea."

Myhal's current friendly attitude is a ruse. He, like all Elves, does not trust the other races. If asked about his business in Rybalka, why he dug up the floor in the cathedral, the Menalpaur, or the Edhelgurth, Myhal only repeats variations of what he said at the cathedral. "I am Myhal Melithaltindre, Protector of the Leaf. I have come to your land because my Queen Warden sent me here to claim an object, the Menalpaur, which we believe was hidden by the Vikmordere in this building some time ago. We had hoped that the object would help us against our current plight: the Edhelgurth.

"We Elves enjoy certain advantages over you humans, but something has grown within our forest that has advantages over us. Our fear is that the Elven race will be wiped out entirely. And if that happens, I cannot believe that the Edhelgurth will be content with us. Your lands are ripe with prey.

"Sadly, we could not find the artifact. Perhaps it is a sign from Naneth that our time has come."

Myhal's plan is to simply state the same information over and over until his captors get sick of it and let him go or kill him. He would prefer the former, but has made his peace, and is accepting of the latter.

Mayor Leonid will make offers of help to Myhal, but they are not sincere and Myhal recognizes that. If any of the PCs make an honest, sincere offer of help to Myhal (**DC 14 Diplomacy/DC 19 Bluff** checks; **Intimidation** checks will not achieve anything; this roll has been modified because Myhal wants help finding the artifact, even if that help is from outsiders. To him, the greater Elven good is what is important), he will given them more information. If the **Diplomacy** roll fails or Myhal detects a **Bluff** with an opposed **Sense Motive**, he will ask to be released or escorted back the Silent Forest, but will give no more information.

He will tell the PCs that his Matriarch Warden only has one small clue as to the location of the Menalpaur. That clue is translated from the very first Elven text, when the language was different than what they speak today. The clue is "Menalpaur bar nuin tal gurth." The best translation they have is "The Heavenly Fist resides in the large city of the dead." He explains that the area around the cathedral built by the Rybalkans is a former Vikmordere burial site, so he checked there first.

"Give us a moment to discuss it,"

Mayor Leonid says, as he leads the group from the cell and back to his office. At this point, it needs be decided what to decide what to do with Myhal.

He has asked for help against an evil that he claims will overrun the Silent Forest and eventually the world.

There is also the option to escort him back to the Silent Forest. Mayor Leonid will ask the PCs to handle this, as he can't spare the guards to do it. The PCs will also act as Myhal caretakers until they leave.

Sage Statel states that Elves in the open world are quite rare and that Myhal might have valuable information that the Tsar can make use of. He suggests that the PCs take Myhal to the town of Sunglor, because there is a garrison of militia there and Mohkbavian soldiers can arrive quickly.

After the choice is made, Yuri will excuse himself to get back to work. In reality, he is going to report to his contact in the government, saying that Myhal has been captured and he will relay which choice the PCs made. As two of the options require taking the Serpent River back to land to go to either Mohkba or the Silent Forest, there will be a large platoon of soldiers waiting for them.

Unless he is being taken to Mohkba, Myhal is released and all of his equipment returned. He thanks Mayor Leonid and the rest of the guards for their hospitality. If he is being taken to Mohkba, he remains in his prison garb with his hands shackled.

If the PCs decide to help Myhal or he is simply released, go to **1A: Mob Mentality**.

1A. MOB MENTALITY

Finding himself released and with several hours to kill, the first thing Myhal does is approach Juriendor and apologizes for knocking the priest unconscious as well as tearing up the floor in the cathedral. Juriendor is initially angered, but as Myhal tells of why the Elves are searching for the Menalpaur, Juriendor softens, knowing what the loss of family means. The two shake hands, and while not parting as friends, are more understanding than their previous encounter.

As Myhal and the PCs leave the cathedral, they are confronted by a small portion (about twenty) of the population that has taken up arms in the form of axes and pitchforks and either want Myhal driven out of town right now or want to see him executed for assaulting their town and its people. There seems to



be no one particular person leading of the mob, but their purpose is clear by the shouts of "Hang him!" and, "Burn the pointy-eared devil!"

Juriendor, being the High Priest and this taking place right outside of his newly-repaired cathedral, tries to intervene on Myhal's behalf, but the mob is not interested. Nolan Brenweld and the two other guards on duty, Valerius Untoo and Jells, come over to try to quiet the mob and get everyone to go quietly home. They are greatly outnumbered, however.

If the PCs are seen as a positive force in Rybalka (which could be dependent on the outcome of A4: Forest For the Trees), a PC can make a **DC 25 Diplomacy** check (treat the mob as Hostile and is one creature with a Charisma of 10) or a **DC 20 Intimidate** check (treat the mob as one creature with 10 HD and a Wisdom of 10) to either Demoralize or Influence Attitude. If either of these checks fail by more than 5, the crowd will push forward to get to Myhal.

Lethal combat, while being an option, is probably not going to be looked upon favorably. Nolan, Valerius, and Jells will uses nonlethal means of trying to control the crowd and Juriendor will retrieve his gauntlets to defend Myhal. The PCs can fight the crowd however they wish, but subdual through spells or nonlethal damage is the suggested method.

If the crowd seems that they are getting the better of the guards and the PCs, Myhal will use his spells, in order: *flare, web*, and *shield* before unhappily using *magic missile* and *scorching ray* and finally resorting to his weapons.

Once half a dozen of the mob members have been knocked down or unconscious, or entrapped, the mob will back down, going back to their homes, grumbling the entire way. Once the crowd has dispersed, Nolan thanks Juriendor and the PCs for their help and suggests that Myhal find somewhere safe to stay for the night.

1B. THE RYBALKA LODGE

Adventure Location: Rybalka Lodge

Dangers: None

Lighting: Daylight through windows (normal), Candle lights at night (low-lighting)

Walls: Freshly stained wood

Doors: Solid Wood

Mood/Theme: Country style lodge, freshly built

Recently rebuilt after a devastating fire, the Rybalka Lodge has reclaimed its former glory as the finest establishment in town. Refurbished and owned by Suurmaja Samson, this large inn offers almost every amenity a client could offer for the small sum of 10 gp a day per room.

If Myhal is brought here without his ears covered, Suurmaja is unhappy, but he will not make a big scene. Assuming the PCs have completed A17: Haunting at Rybalka Lodge, they will have a free room here for one year. The GM can decide whether that is still in effect. If so, Suurmaja will take one PC aside (determined randomly) and ask for the a 20 gp fee for Myhal, as he wasn't part of the original deal plus to help cover any expenses if some townsfolk are "a little aggressive in letting Myhal know their opinion of him."

Myhal has enough money on him to cover the 20 gp fee, but not much more. Until he returns to the Silent Forest, the PCs may have to cover his expenses. If the money is produced, Suurmaja's mood brightens and he is friendly with everyone, graciously offering everything he can to make their stay pleasant.







SCHOLEN BY



2. JOURNEY to the BURIAL MOUND

Myhal allows the party to lead the way, as he's never been to the burial mound before. This is assuming the party has completed A3: Champion's Rest. If not, Mayor Leonid will provide the party with as detailed a map as possible. The plan for the first day is to travel to Cual Beartooth's cabin, rest there for the night, and then proceed to the burial mound the next morning.

The halfway point of your first days journey brings you to the edge of the Dark Wood. The name is fitting, as the thick branches of the multiple canopy layers block out all but the luckiest rays of sunlight. Blotches of sunlight spot the beaten down dirt path that goes through the Wood. Of in the distance, there is the sound of voices.

Adventure Location: Dark Wood



Dangers: demons, devils, wild animals

Lighting: Dim

Mood/Theme: Quiet, but with occasional bursts of sound as the wood's inhabitants clash

Any PC that speaks Abyssal or Infernal that makes a DC 15 Speak Language/Linguistics check or or a DC 25 Intelligence check OR a DC 20 Knowledge (planes) check made by someone with ranks in that skill will learn that the voices are speaking variants of Abyssal and Infernal as one language, giving an example of the odd nature of the inhabitants of the Dark Wood.

The PCs can either opt to stay on the path, which is the quickest way through the Dark Wood, but also the most obvious and visible. If they choose this route, it will take them about two hours, but for every half an hour they walk, they have a cumulative 15% chance of a random encounter. They can also go off the path and through the Wood itself, which is slower, but makes them less visible. This route takes 3 ½ hours, requires a **DC 15 Survival** check for every half an hour, and has a cumulative 5% chance every half an hour they walk. If the party is still within Dark Wood when night falls (GM discretion), the chance of a random encounter increases by 20% for every half hour the party travels. If the party makes a **Move Silently/Stealth** check opposed by the Listen/Perception checks of the inhabitants of the Wood, they can decrease the percentage chance of random encounters by 5%. For moving through the woods, this only counts for the first half hour. After that, the 5% accumulates like normal. However, doing this decreass their speed to ½ normal, meaning using the path will take three hours and going through the woods will take seven hours.

For any encounters in the Dark Wood, use the following statistics, but feel free to change descriptions as needed:

A DC 12 Spot/Perception or Knowledge (planes) check will reveal that this is a product of the demented part demon, part devil society of Dark Wood, this creature is a half-fiend schir demon.



2A. CUAL BEARTOOTH'S CABIN

Adventure Location: Dark Wood

Half-fiend Schir Demon



Dangers: half-fiend dark stalkers and half-fiend dark slayer at Cual Beartooth's cabin

Lighting: Dusk

3.5 | Pathfinder

Mood/Theme: Quiet

On the trip to Cual's cabin, Myhal will ask the party if they have had any encounters with Fey. If the party has played through A4: Forest for the Trees, they can relate their encounters with the Fey during that adventure. Or they may choose not to relate them at all. If asked, he'll simply say he's looking for someone, but not give any more details.

The end of first day's journey brings you near Cual Beartooth's cabin, just as the sun is beginning to set. Because of the sun setting in the direction you're facing, it is difficult to see. As you get closer to the cabin, its warm, flickering light beckoning you, Cual walks into view, a large pile of tree branches for firewood over his shoulder. He raises the hand that carries Featheraxe in greeting. As he tosses the firewood on the porch

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to be chopped later, he stops and sniffs the air, pivoting his head toward the north and readying Featheraxe and his magical dagger, just as several dark shapes dressed in black rags drop from the sky on unfurled wings.

Cual looks more annoyed than threatened. Odds are that he can take the group on by himself, but because there are so many, the outcome is not entirely guaranteed. He will not use his rage immediately, because he knows it makes him easier to hit, especially when surrounded by enemies.

The smallest of the attacking group, the dark slayer, will stay back, attempting to get to a flanking position and use its poison.

The dark slayer and dark stalkers are focused entirely on Cual, so they are unaware of the PCs presence. If the PCs intervene, they would have a surprise round, but they will take a -4 penalty on ranged weapons for shooting into melee combat.

Once the PCs enter the fray, the dark stalker closest to the party will disengage from Cual and use its deeper darkness ability on one of its short swords. This gives everyone within the radius concealment (20% miss chance). The dark stalkers can see through this darkness (see in darkness, above) and have no miss chance. The dark slayer cannot see in darkness and will stay as far away from the dark stalker targeting the party as possible.

Assuming it is still alive, the dark slayer will attempt to fly off when all of the dark stalkers are killed.

Once the battle is completed, Cual will make his way to the PCs, ignoring a gash on his left leg where the edges of skin around the wound are turning black. After stopping to pick up the vials of black smear poison, Cual will check the party's wounds and if any of them are seriously injured or poisoned, he will get them inside the cabin and prepare healing or restorative potions. He has several heal (1) Half-Fiend Dark Slayer 3.5 | Pathfinder

(3) Half-Fiend Dark Stalkers 3.5 | Pathfinder

Cual Beartooth 3.5 | Pathfinder

ing potions made up and stored. These are equivalent to potions of cure moderate wounds. If anyone is poisoned, he will attempt to make a restorative that he learned from a Vikmordere shaman "some number of years ago," but he'll need help.

To produce the restorative, Cual will need to constantly stir the mixture of black smear and water while a PC gets the other three ingredients. They are ground ivy

> leaves (the plant is called ground ivy, the leaves are not ground), feverfew, and manra root. He has all of of the ingredients in jars on a shelf. This potion will restore 1d4 points of Strength damage

> > caused by the black smear.

Knowledge (nature) DC 20

Z

Success You have identified all three ingredients.

Failure by less than 5 You identified two of the three ingredients and Cual tells you which one was wrong and where to find the correct jar.

Failure by more than 5 You identified none of the ingredients and Cual "suggests" that you take over the stirring while he finds the right jars.

While the potion is being made, Cual suggests that the two least injured PCs "make themselves useful" by chopping the wood that is outside on the porch. Once the potion is brewed and the firewood chopped, Cual will step outside and grab a rack of ribs that appear to be from a wildcat or something of similar size. He places several pans on the stove, refilling it with wood. He then ties a broad leaf to each rib and begins cooking enough food for the entire party. Once the food is cooked (about an hour) and eaten, Cual will ask where the party is headed. When they tell him they are going to the Loi'Tok Burial mound, he will shake his head.

If the party has played through A3: Champion's Rest, read the following.

"You remember what happened last time you went up there? The Kra'Tah had one of your men all panicked and seizing up in my cabin and it nearly killed you. Why you going back there?"

If the party has NOT played through A3: Champion's Rest, read the following.

"Not so long ago, there was a bunch of people just like you, looking for adventure. What they found was a soldier from town, right here in this cabin, full of terror and foaming at the mouth. They went on anyway and found the burial mound was inhabited. No, not by the dead. By the Kra'Tah."

"Don't know what one is? A Kra'Tah is a big crab-like thing that will grab you with giant claws, paralyze you, and then drag you off to eat you while you're still alive. The Vikmordere tell their children about the Kra'Tah sneaking into camps and taking the children. Thing is that they can kill full grown men. Remember that when you go into the mound."

With no further discussion, Cual will settle in for the night. There is only one bed, so the PCs will have to sleep on the floor.

If at any point Cual is asked why he was attacked outside his cabin, he'll laugh dryly and say, "Sometimes the darkness pushes back." He will say nothing else.

When morning comes, read the following:

Cual pulls a box out from underneath his bed and rummages through it momentarily. You can hear the rattling of metal and rustling of paper. He stands and hands you a small copper square that has an eagle engraved on one side and an arrow on the other.

"This was given to me by Shaman Wey'Na a long time ago. You go up to Loi'Tok and run into any Vikmordere, you show 'em this. They'll give you all the help they can."

Cual will not go to Loi'Tok, saying that he needs to stay in the Dark Wood he's the only one "who is keeping the darkness in check." He will not elaborate on this statement, he will only help the PCs gather their things and get them on their way.

As the PCs begin walking, Cual will call out to the Wood itself, first in Common, then in Vikmordere, and finally in a language that none of the PCs or Myhal know or even recognize.

"These heroes are under my protection! No harm shall come to them or you will face the Nightmare of Demons!"

As his words carry throughout Dark Wood, a stillness seems to settle as if the life of the forest itself recedes slightly as you pass.

Once out of Dark Wood, the path to Loi'Tok is fairly straight forward and unless the GM has an encounter in mind, proceed to the following skill checks.

Listen/Perception DC 12

Success You hear the sounds of multiple birds calling nearby.



Failure You don't hear anything out of the ordinary.

Knowledge (nature) DC 15

Success The birds that you hear don't sounds like the types of birds that would be around this time of year, especially in the number that you can hear.

Failure You enjoy the sounds of the birds chirping.

These two checks should give the PCs the feeling that they are being watched and followed. A group of Vikmordere hunters is following the party, maintaining cover and communicating positions with each other. They will remain out of sight until the PCs reach Loi'Tok. Have the players make these checks as many times as you like, but there should be no encounters between the PCs and the Vikmordere before the PCs reach Loi'Tok.

As the PCs reach Loi'Tok, read the following:

As you descend into a small valley, you see bright flashes of color in the setting sun, contrasting the monotony of the white snow and gray sky. These bright flashes are flags, flapping wildly in a cold, quick wind that has come down from the Galvoran Cliffs and across Serpent Lake. These are the flags of the Vikmordere families, each with a different symbol. The flag poles, despite their height, do not bend from the wind, but stand upright, resolute, against it.

A low stone building is just across the field of funerary flags. This was originally used to provide shelter against the elements while Loi'Tok was built, but was fashioned into an entrance once building was complete. The top of the building does not provide any protection. There is only a light dusting of snow on top of the building and it's crossed by numerous footprints.

Spot/Perception DC 15



Success You have found the stone slab that leads into the burial mound lying crooked in its space.

Failure You can't seem to find any way into the burial mound.

Note: Any characters that have played through A3: Champion's Rest receive a +5 circumstance bonus to their check.

When the players locate and remove the slab, read the following:

You pry the stone out of its setting, carefully setting it aside. As you do, in a flurry of movement, you find yourself surrounded by a party of Vikmordere, a dozen of them, all dressed in white for hunting in the snow. Only one is not aiming a bow at you. The one without the bow shouts:

"Fen! Du ma ikke krenke gravlas!!"

You recognize it as Vikmordere, but you don't understand it. Seeing your confusion, he speaks your language:

"Stop! Do not violate the cemetery!!"

This is Nynd'el, a shaman for the Snoqua Tribe. He and the hunting party were scouting the area for food when they saw the PCs leave Cual's cabin and head in the direction of Loi'Tok. He will demand to know why "outsiders" are intruding on the Vikmordere place of the dead.

(11)Vikmordere Ranger 3.5 | Pathfinder

Nynd'el, Vikmordere Shaman 3.5 | Pathfinder

Diplomacy DC 15 (3.5)/22 (PF)



Success You convince Nynd'el that you mean no harm to his people or their dead.

Note: Displaying Cual's token will grant a +5 circumstance bonus to your check. The DC for this check increases by 2 for each Rybalkan/Klavekian in the party due to the animosity the Vikmordere have for the invaders. If the character speaking for the party is Rybalkan or Klavekian, the DC also increases by 4.

Failure You fail to convince Nynd'el of your sincerity and he believes you mean to scavenge the dead of his people and will attack.

Once the party has convinced Nyndel not to massacre them, Myhal will explain that he is looking for an Elven artifact The two will walk away from the groups and discuss the matter. After a few moments, they will return and Nyndel will tell everyone that he will allow Myhal and the PCs to search Loi'Tok under the condition that they not disturb the dead. Nyndel and his troop will also go into the mound.

If a character is carrying the Blade of the Sun Lord from A3: Champion's Rest, read the following:

Nynd'el reaches into his pack and pulls out a small metal stand, a beaten copper bowl, a handful of berries, and a piece of wood bark. He mashes the berries and chips off small pieces of the tree bark to make a thin paste.

"Before we enter the tomb, we must all be marked with the symbol of the Sun Lord. He is the greatest of the Lords of the Ancestor People. His symbol will keep us safe from the wrath of the other Lords. Except for you (indicates Blade's holder). Your carrying of the Blade renders you safe."

He dips his thumb into the bowl and anoints each PC (except the Blade carrier), Myhal, each warrior, and then himself on the forehead.

"Now we may proceed."

If the players have not played through A3: Champion's Rest or no character carries the Blade of the Sun Lord, read the following:

Nynd'el reaches into his pack and pulls out a small metal stand, a beaten copper bowl, a handful of berries, and a piece of wood bark. He mashes the berries and chips off small pieces of the tree bark to make a thin paste.

"Before we enter the tomb, we must all be marked with the symbol of the Sun Lord. He is the greatest of the Lords of the Ancestor People. His symbol will keep us safe from the wrath of the other Lords."

He dips his thumb into the bowl and annoints each PC, Myhal, each warrior, and then himself on the forehead.

"Now we may proceed."

3. INTO THE BURIAL MOUND

Adventure Location: Loi'Tok Burial Mound

Dangers: none immediately; primordial Elves later; possibly a Kra'Tah

Lighting: Dim; lit by torches

Mood/Theme: Still, reverent

As you descend the steep stairs into the burial mound, Nynd'el reminds you of the trap halfway down. Once past the wicked blade, the air becomes noticeably warmer. The Vikmordere spread out and begin lighting torches that are placed on the carved pillars that surround the room, the torchlight revealing a large idol, which sits in front of a reflection pool. Even though this area has been cleaned, the Vikmordere warriors give the water a wide berth.

As the torches fully light the room, you find yourself in a large circular chamber. Beyond the pool, there is a large idol overlooking the water. The pool is covered in small wisps of steam. Two



Two sets of stairs curve around the sides of the room leading up to the mausoleum, which sits above the main room. Nynd'el speaks to his warriors in the Vikmordere tongue and five of them ascend the stairs while the others take up positions around the room, seeming to focus on the reflection pool.

For those who have not played through A3: Champion's Rest, the reflection pool was the Kra'Tah's entry point into Loi'Tok. That is why the Vikmordere are keeping a close eye on it. This monster is not intended to be used in this adventure path, but if the GM wants to include a greater challenge for the PCs, the statistics have been included.

(1) Kra'Tah 3.5 | Pathfinder



The Kra'Tah responds to loud noises. The combat that occurs later in the main chamber will be enough to attract its attention.

Nynd'el and Myhal will walk past the reflection pool and go to the idol, studying it. The idol is a large stone statue that silently dominates this room resting upon a large stone dais. The statue is carved to resemble a slightly overweight man sitting cross legged with arms outstretched into the air. His hands are open, the left palm up and the right palm facing you. Around his neck he wears a meticulously detailed necklace also carved from stone.

The players are welcome to walk around and explore the room, but there isn't much to find. The walls are covered with symbols and pictographs. Even though details are missing, it's easy for the players to tell that these are stories of ancient Vikmordere and their battles with various enemies. After studying the statue for a few moments, Nynd'el will call the party over to the idol.

FALSE TOMB OF THE EIGHT LORDS UNSOLVED

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FALSE TOMB OF THE EIGHT LORDS SOLVED



"Myhal and I have been speaking and he has told me of his people's legend and it happens that we have a similar legend that predates our writing down of history. I do not know if this legend has any basis in fact, but Myhal believes it. If it is here, there is only one place it would be. It would be looked after by the Eight Lords. Follow me."

Myhal takes one of the torches from the wall as Nynd'el calls up to one of the warriors in the mausoleum and then pushes two stones on the idol's necklace, one purple and one green. A hidden door behind the statue grinds open, the passage heading downward into the darkness beyond.

3A. TOMB OF THE EIGHT LORDS

Adventure Location: False and True Tombs of the Eight Lords



Dangers: None

Lighting: Dim; lit by torches

Mood/Theme: Quiet; reverent

The stairs from the main chamber descend roughly 100 feet before leveling off and entering a room filled with eight sarcophagi. These are the false tombs that the characters would have encountered before if the players have played through A3: Champion's Rest.

Read the following:

As you step into the room, you see eight exquisitely carved stone coffins. four on the north wall and four on the south. Through the dust that cakes the caskets, you make out that they are inlaid with several large gems, each casket bearing a different color gemstone. On the wall opposite the entrance way is the remains of a large tattered tapestry. Most of the images are faded, but there are still patches of color to be seen.

Spot/Perception DC 12

Success The gems on these sarcophagi are actually just glass and are virtually worthless.

Nynd'el walks to the middle of the chamber and stares down at the stone marking the center of the room. There are symbols on this stone that do not appear to be Vikmordere. Myhal confirms they are Elven.

"It's Old Elven. I'm not sure I can translate it." Myhal's face becomes strained. "These symbols here," he says, pointing to the corners of the square stone. "Are magical symbols of protection. This symbol looks like our 'sinome.' 'Here.' This might be 'esta,' which is 'lies or rests.' 'Paur' is 'fist' and 'Edhel' is 'Elf,' at least to everyone else. This looks similar to 'menal,' which is 'heaven,' but I've never seen this part of the symbol before." He takes out a piece of paper and a stick of charcoal and scrawls down the runes. ""Sinome esta Paur Edhel Menal.' 'Here lies, or rests, the Elven fist of heaven.' I guess this is it. But how do we open it?"

If *detect magic* is used on the stone, the caster will detect strong abjuration and see that there are eight tendrils of abjuration magic. Each one trails from the stone to a separate sarcophagus. These tendrils are overlapping and tangled. The puzzle here is to move the sarcophagi to the correct place to untangle the tendrils, which will release the stone. The stone cannot be pried out. It can be broken, but because of the magic surrounding it, the stone has the hardness and hit point of adamantine that is two inches thick (hardness 20, 80 hp).

Spot/Perception DC 15

Success At the bottom of the tapestry,

faded but there, you can make out the Elven stone. Around the edges of the tapestry, there are six spots of color. However, two are missing from deterioration of the tapestry.

Knowledge (arcana) DC 20



Success The key to unlocking the Elven stone is to move the sarcophagi into their correct positions, six of which are marked on the tapestry. By lining up the Elven stone with the image on the tapestry, you can figure out which sarcophagus goes in which of the eight positions by the color of the stone on the sarcophagus.

Combined Strength DC 24

Note Up to four characters can attempt to lift and carry each sarcophagus by all characters in the attempt rolling a Strength check (d20 + Str modifier). If the total of all rolls is higher than 24, the attempt succeeds. Each sarcophagus can handle with being dropped once. If it is dropped a second time, it breaks. Only one check is needed for each sarcophagus. This check means that the party has successfully lifted, transported, and set down the sarcophagus.

Success Each sarcophagus weighs less than you would have thought. You pick up and move the coffin relatively easily and place it in the correct spot.

Failure by less than 5 You can't quite get a grip on the sarcophagus and are unable to pick it up.

Failure by more than 5 You lift the sarcophagus, but during the move, you drop it.

Once the puzzle is completed, read the following:

As the last sarcophagus is settled gently into place, a hum in the air that you didn't realize was there disappears, making you shiver. The Elven stone rises from the floor. Myhal moves it and underneath is a glowing box about a foot on a side that looks to be made of a mixture of gold and adamantine.

A DC 12 Fortitude save is required by anyone viewing the case. Failure indicates that that person is *blinded* for 1d4 rounds from the the overwhelming glow of the case. Success means that person is *dazzled* for 1 round. His eyes wide, Myhal runs his hand over the box for a moment and you can see the joy on his face. Slowly, he opens the box.

His next words do not need translation, as curses sound similar in almost every language. His words are cut off by sobs and as you look into the box, you see that it's empty.

"Well," he says after a moment, closing the box. "I guess we have to keep looking." He puts the box into his bag and everyone turns toward the stairs.

3B. THE MAIN CHAMBER

Listen/Perception DC 20

Success You hear the sound of a pitched battle coming from the main chamber of the mausoleum.

STORN

If the skill check is a success, read the following:

You rush up the steps and when you dodge around the idol, you see three very large Elves doing battle with the Vikmordere warriors. Each Elf has half a dozen arrows sticking out of its skin and armor, and they are swinging large clubs around. One Vikmordere is on the ground, but not badly hurt. The giant Elf closest to you screeches out something in a language you don't recognize and charges at Myhal.

If the skill check is a failure, read the following:

You make your way up the stairs, Nynd'el consoling Myhal. As you step around the idol and into the main chamber, you notice that the Vikmordere are all missing. There are signs of a struggle, with a couple of broken bows on the floor and small puddles of blood. As Nynd'el calls up to the warriors in the mausoleum, instead down the stairs come three large creature that look like Elves, but are snarling furiously. The first one down focuses on Myhal and raises its massive club and charges. These are the Edheliant, or Old Elves. They are large, savage, relentless, and they are also seeking the Menalpaur. Myhal has the box and they can sense it (with *detect magic*) and will try to attack him first. In either of the two scenarios, the lead Edheliant will try to grapple with Myhal and remove the pack containing the box. They will do whatever it takes to get that box or they will die trying. Their tactics are not subtle: rage, swing club until target stops moving.

(3) Edheliant Barbarian 3.5 | Pathfinder



Created eons ago but the triumvirate of Of Onael, Naneth, and Naraneus, the Edheliant (meaning "Old Elves") now worship Onael alone. They are the infantry in Onael's invading army. He knows that the Elves (and the Drow) seek the Menalpaur, so he has sent the Edheliant to retrieve it before it can be returned to the (Ondo Mallen) Stones of Truth.



The Edheliant will try to grapple Myhal and wrestle the case away from him. They do not know that the case is empty. They will not retreat or surrender.



Six of the Vikmordere will enter melee combat with the Edheliant while the rest use their bows. As the archers have the **Precise Shot** feat, they are not hesitant about firing into melee. If three of the melee combatants are knocked down or killed, the rest will withdraw and try to escape.

Nynd'el will use his *icicle* ability, if he feels he can without hitting the other Vikmordere. My-hal will use, in order, *shield* if he has time, *web* on the Edheliant that attacks him, *scorching ray, magic missile*, and *cause fear*. Neither is much of a combatant and will do their best not to get in the way of those who are.

After the battle, Nynd'el will tend to the wounded and fallen as best he can while Myhal will investigate the Edheliant.

Search/Perception DC 10



Success You notice that all three Edheliant have raised scars of the same symbol on various parts of their body. The symbol is the shape of a leaf wrapped in a chain.

Myhal will produce parchment and colored chalk and make a drawing of the symbol, muttering to himself. Once he's finished, he'll stand and suggest that everyone leave the burial mound before more of "them" show up.

If any of the Vikmordere died, Nyndel will say that he and his remaining warriors will stay and properly inter their dead and dispose of the Edheliant bodies. If no Vikmordere died, he will say that his people will dispose of the bodies.

Nynd'el walks you up the stairs to the outside into the darkness of the night, the cold air coming down from the Galvoran Cliffs. Your face stings from the snow blowing on the wind. Nynd'el's eyes seem to glow softly in the dark. "I wish you luck on your search, Myhal. Your people are always welcome among the Vikmordere. Good travels." He nods to you all and descends back into the burial mound. You hear wolves howl in the darkness as Nynd'el pulls the covering stone over the opening.

4. THE JOURNEY BACK

The trip back to Cual Beartooth's cabin is just under eight hours from Loi'Tok, with Rybalka being almost 11 hours away on foot. The PCs can either find a place to camp for the night (**DC 15 Survival** check; preferably not on the burial mound) or they can start walking back to Cual's cabin. This will require a **DC 15 Fortitude** check each hour. The DC goes up by +1 for each hour in the cold.

Even if the party decides to continue on to Rybalka, they will have to go past Cual's cabin, but nothing happens along the way. Myhal is feeling down, since he was on the verge of a monumental discovery, only to find out that there was nothing there. The GM may want to make secret **Spot/Listen/Perception** checks, just to keep the players on their toes. The could see quick movements through the trees around them (owls), the flapping of wings (bats), or the howling of wolves.

If the party decides to camp for the night or walk back, bypass Cual's cabin and go all the way back to Rybalka, read the following and then proceed to 2. The Return to Rybalka:

You pass by the cabin, it's warmth so inviting that it feels like it's pulling at your very soul. However, you're intent on reaching Rybalka, so you keep going, the dim light from the cabin fading soon.

If the party stops at Cual's cabin, read the following:

Weary to the bone, you walk up to Cual Beartooth's cabin and knock on the door. The door swings slowly open on its hinges. The cabin is completely empty.

DC 15 Search/Perception check



Success You find no signs of a struggle and no blood. Nothing seems out of place and there are no clues to tells you why Cual is not in or near his cabin, which is definitely unusual.

Failure You can't tell if anything is out of place or not.

If the party decides to stay at the cabin, read the following:

You make yourself as comfortable as possible inside the cabin, hoping Cual won't mind too much. It feels very good to get in out of the cold, even if the fire isn't roaring, even the warmth of the coals feels heavenly.

About two hours after you've made yourself at home, the door opens and Cual enters the cabin, brushing snow off of his fur cloak. He stops when he sees you, as if puzzled by your appearance.

"Oh," he says. "It's you."

This is not Cual Beartooth. This is a doppelganger that is currently masquerading as Cual. This clone is in the pay of one of Onael's followers. His goal is to get the PCs lost in the Dark Wood so that they can be removed from the field of play. He was not expecting anyone to be at the cabin. The real Cual left not too long ago and the doppelganger had intended to create a mess in the cabin with a clue leading toward a cave in the Dark Wood.

The real Cual Beartooth is out in the Dark Wood after the doppelganger left evidence for Cual to follow.

DC 20 Spot/Perception¹ vs. the doppelganger's Disguise check



Success You notice that Cual's armor doesn't have the diabolic symbols on it that it normally does.

Failure You notice nothing out of the ordinary.

As "Cual" is using his *detect thoughts* ability, he will know when the PCs are onto something and he will try to leave by claiming that he is going back to the Dark Wood to hunt, even if the PCs are here in the evening. He will reach for the fireplace, producing a *smokestick* from his sleeve. He will strike it on the stove's side, creating a thick cloud of smoke. He will break for the door, slamming it behind himself, and using his *change shape* ability to hide.

If the doppelganger is killed and its body searched, on the upper left side of its chest, there is a symbol of an oak leaf wrapped in a chain burned into its flesh, which is odd for a shapechanger.

Knowledge Religion DC 20

Success You can tell that the fire used to burn this symbol onto the doppelganger was divine flame.

Failure You can't figure out how a shapechanger would have been branded like this.





It is assumed that the PCs will remain at the cabin until the following morning. They can go out and search for him, but they won't find anything and possibly subject themselves to attack. If they decide to continue back to Rybalka, continue to **2. Return to Rybalka**.

The real Cual Beartooth will arrive back at the cabin in the middle of the night, banged up and bruised, but healthy. For some reason, he doesn't seem surprised to see you. He is carrying a head.

DC 15 Knowledge (religion)



Success You can tell that the head Cual carries is some twisted version of a bearded devil.

Failure You can tell he's carrying a head, but not what kind.

1. Note In D&D 3.5 rules, the doppelganger receives a -2 penalty for impersonating someone specific. In both sets of rules, the PCs gain a +4 to their Spot/Perception checks for being able to recognize Cual on sight.

This is the *real* Cual Beartooth. When told of the doppelganger (assuming the characters know for sure it was a doppelganger), he will mull over the information, as if it causes a small change in some grand plan. He will allow the PCs to stay at the cabin until the following morning, if they wish, as long as they stay out of his way.

The next morning, Myhal tells the PCs that he must return to the Silent Forest and report back to the Matriarch. If they accompany him, he will guarantee their safety through the forest.

The easiest and fastest way to get back to the Silent Forest is to go back to Rybalka and catch a boat down the Serpent River to one of the three riverside towns. From there, horses or a wagon or carriage can be rented to get the party as far as the fortified town of Divoky.

5. Return to Rybalka

When the party reaches Rybalka, read the following:

As you approach the familiar sight of Rybalka, you can see people milling around town, as if something has their attention. It doesn't take long before you can see several Klavekian soldiers. A leader of some kind, a lieutenant, is barking out order, his men being paired off with Rybalkan guards. You're trying to make out what the leader is saying, when someone crouches down next to you. It's Wvolf from the Rybalkan guard.

Wvolf "Klavek soldiers from Mohkba. Dozens of them," he says softly. "Looking for you." He's staring at Myhal when he says this.

"I'm going to guess they aren't going to offer me tea," Myhal says dryly.



Wvolf smirks and shakes his head no. "They're putting us into groups, because we knew the land and they don't. Mayor sent me out here to warn you. Go around town and to the dock. The Pelican is waiting for you. Be careful. The Klavs have a ship full of soldiers down there."

Without another word, he gets up and quietly back into the woods.



The PCs should attempt to sneak around Rybalka without being seen by the Klavekian soldiers. This will take a total of 6 successful Hide/Stealth checks. 5 of these checks will be as the party skirts the town. The sixth will be at the docks, as the party tries to board the *Pelican*.

Lawful characters may want to turn themselves, the party, and Myhal over to the authorities. If the party can be convinced, allow it to happen and then



proceed to 7. Enchained. Myhal will become upset by the party insisting he be captured. However, he understands that he has very little to no chance of making it back to the Silent Forest on his own.

As the soldiers are looking specifically for Myhal, they may not find him if he uses his alter self spell. However, the soldiers were told that Myhal was travelling with the PCs, so the soldiers will be on the lookout for them as well.

The PCs need to make their way to the docks, whether that's through or around town. 10 of the 36 Rybalkan soldiers are out in the area around Rybalka, so unless the PCs decide to pull back and hide in the woods, those 10 will not play a factor. The rest of the soldiers will be split into small groups, moving through the town searching for the Myhal and the PCs. There is a 1 in 4 chance that a given group of soldiers will be lead Lieutenant Saith Laet. He has a Wisdom bonus of +4 and his presence makes the soldiers more alert, increasing their Wisdom bonus by +1. If Lieutenant Fedotenko is encountered or passed, he will not be encountered again unless the PCs are caught.

If at any point the PCs are spotted, they have one round to try to hide at the same DC (suggested), run (probably not going to help) or fight (not suggested). Running will incur penalties to Hide/Stealth checks and fighting will bring more soldiers within two rounds.

Assume that the PCs are coming from the northwest and heading southeast to the docks and have them use the map above to plot a route through or around town. The soldiers will be in groups of no less than two and no more than five. As much as the villagers like the PCs, depending on their reputation, none will come out and help the PCs hide. This would be a risk of the villager in question being taken into custody. If the PCs make it to the dock without being captured, go to **5A. Escape!**

If the PCs have been captured, go to 7. Enchained.

Hide/Stealth DC = to the number of Klavek soldiers in a group PLUS their cumulative Wisdom modifiers; i.e. a group of three soldiers would have a DC of 19 (3+6=9).



Success You managed to pass this group of soldiers without being spotted.

Note These checks are for sight only and not sound. There are numerous people walking around town, so being heard is not an issue, only being seen.

Note The more the PCs move around the outskirts of town, the groups of soldiers will be smaller but more frequent. If the PCs move through the middle of town, they will have less checks but with larger groups of soldiers.

Note If the PCs have traveled constantly instead of stopping at Cual Beartooth's cabin, they receive a -1 to their Hide/Stealth checks due to being tired.



5A. ESCAPE!

You're just a short run from your hiding place to The Pelican, your transport away from Rybalka. Her crew is working diligently to make sure she's shipshape. But there's a problem: next to the Pelican, is the Sea Ranger, a Klavek military ship. Half a dozen soldiers are working around the Ranger, preparing her for voyage. None of them notice you and they seem to be focused on their tasks to pay much attention to what is going on around them. The PCs need to make one final dash to the *Pelican*, making one last **Hide/Stealth** check. If they move at full speed, they receive a -5 to the check. The soldiers on the *Sea Ranger* have the same statistics as above (+2 to Wisdom) but they are distracted, giving them a -1 penalty, which makes the **DC for the Hide/Stealth a 22**. If the PCs can gain the attention of a sailor on the Pelican and communicate to them who they are and that they need onto the Pelican, that sailor can provide a distraction, providing a +5 to the **Hide/Stealth** check.

Once the PCs are on board the *Pelican*, they will hustled down into the cargo hold by Captain Vichere Jont. Mayor Leonid has explained that the PCs need passage out of Rybalka, but has not told Jont that Myhal is an Elf. Captain Jont is superstitious of Elves, having been raised on various tales of them. If Myhal is given a hat or a cloak with a hood to wear, then Jont won't notice. If Myhal brings attention on himself, such as speaking Elvish, Jont will become suspicious and receive a **DC 17 Spot/Perception** check to see that Myhal is an Elf. If Myhal has used his *disguise self* spell, the DC increases to 27. If the Captain finds out Myhal is an Elf, it will require a **DC 14 Diplomacy** check and a "good luck charm" of 100 sp (10 gp, but easier to split up) or something of similar value. **GM NOTE** You can raise or lower this bribe based on how much ready cash or items your party has available.

Once the *Pelican* has pushed away from the dock, the PCs will have a choice of three towns to stop at: Sunglor, Drak'kal, or Torrent. The *Pelican* will be stopping at all three. Yuri Statel was correct in saying that a contingent of millitia is stationed near Sunglor. Each town has benefits and drawbacks. For example, Sunglor and Drak'kal are the two largest of the three, so they'd be the easiest to get lost in, but Sunglor is a Lawful Good town, while Drak'kal is Chaotic. Good places to either get picked up by the Klavek military or possibly jumped by hoodlums seeking an easy purse. Torrent is the smallest of the three, which means less eyes looking for the PCs, but is also has the least available in terms of supplies.

Once their port of exit has been decided, proceed to **5B. Attack From Below.**



5B. Attack from Below

On the third day of the journey, less than a full day from the Three Sisters, the boat passes an island that is to the west. The sailors give the island dirty looks or perform a gesture to ward off evil and there are curses spat at the crows that apparently inhabit the island. One of the younger crewmen mentions that he doesn't see any crows, even with a spyglass. The other crew sigh in relief and one mentions that they'll have to rename the island if the crows don't come back. The crew laughs, but there's still apprehension in the laughter.

As the boat passes beyond the island and into the strait to pass by the fort, there is a large bump on the bottom of the boat and it rocks slightly. A moment later, there's another and then another. The crew rush to the sides and look overboard, trying to get a glimpse of what is rocking the boat. Some fear is THE serpent of Serpent Lake. After a few seconds of silence, a head breaks the water and snaps at the closest crewman.

This is a turtle-shark attack, because the cold has driven off much of their food supply, so they're hungry. The sailors of the Pelican won't be much help in combat against these monsters. They're sailors, not soldiers, after all.

Because they're simply hungry and not malicious, the turtle-sharks will flee if reduced to ¹/₂ their hit points.

Captain Vichere Jont 3.5 | Pathfinder

8

(2) Turtle-Shark 3.5 | Pathfinder

Once the turtle-sharks have been driven off or killed, the crew will thank the PCs for saving them and then will quickly move around the Pelican to make sure there's damage to the ship. Captain Jont will blame the whole thing on the island that they just passed, saying that bad things always happen you pass too close.

The Pelican (3.5)

Longship: Colossal vehicle; Profession (sailor) +0; Spd wind ×10 ft. (nautical poor), oars 15 ft. (nautical average); Overall AC –3; Section hp 90 (hardness 5); Section AC 3; Rigging 40 hp (hardness 0), AC 1; Ram 8d6; Face 70 ft. by 20 ft.; Height 10 ft. (draft 5 ft.); Crew 50 (40 rowers); Cargo 50 tons (Spd wind ×5 ft. or oars 10 ft. if 25 tons or more); Cost 10,000 gp.

The longship has enough room on deck for two light catapults or ballistas. Its shallow draft means that it can go without a launch if need be.

The Pelican (PF)

This long and relatively thin boat has a single mast with a square sail. It can traverse lakes, oceans, and deep rivers.

A longship can carry 50 tons of cargo or 100 soldiers.

Colossal water vehicle Squares 45 (15 ft. by 75 ft.); Cost 10,000 gp

DEFENSE

AC 2; Hardness 5 hp 675 (337) Base Save +5

OFFENSE

Maximum Speed 120 ft. (current and muscle) or 30 ft. (muscle only); Acceleration 30 ft. (current and muscle) or 15 ft. (muscle only) CMB +8; CMD 18 Ramming Damage 8d8

DESCRIPTION

Propulsion current (air; 10 squares of sails, hp 50), current (water), or muscle (pushed; 40 Medium rowers) Driving Check Diplomacy or Intimidate while rowed, or Profession (sailor) or Knowledge (nature) +10 to the DC when sail is used Forward Facing the ship's forward Driving Device rudder Driving Space the two middle rear squares of the longship Crew 40 Decks 1 (with small cargo area under the deck)



6. THE THREE SISTERS 6A. SUNGLOR

Name Sunglor

Alignment and Type Lawful Good large town Modifiers Economy +1, Law +1, Lore +1,

Society +0

Qualities Magically Attuned, Prosperous, Rumormongering Citizens

Danger 5

Disadvantages -

Government Autocracy

Population 2,300

Notable NPCs Gregor Pavlenko, mayor (LG, male, Klavek (human), Expert 2); Patricia, High Priestess of the Sun (LG, female, Klavek (human) Cleric 11), Marcus Potter, sheriff (LN, male, Klavek (human) Warrior 4)

Base Value/Purchase Limit 3,432 gp/18,000 gp **Spellcasting** 6th

Minor Items 3d4; Medium Items 2d4; Major Items 1d4

If the PCs have decided to NOT stop at Sunglor, read the following:

As the *Pelican* turns the bend in the river, the town of Sunglor comes into view. It is an impressive sized town, especially compared to Rybalka. Even from this distance you can see hundreds of people walking around the wharf area; some picking up shopping, some waiting on passengers or cargo, and some are looking for work. There are numerous lanes for ships to pull in to based on what they are carrying. The lanes are made of floating timbers attached to anchored buoys. There is an orderly line that Captain Jont pilots the Pelican into.

You can see a small group of people dressed all in yellow standing on the shore, pointing at every boat that goes by and raising their hands toward the sun. When Captain Jont notices them, he chuckles. "Sunners." When he see the look on your face, he continues. "They worship the God of the Sun. Out here every day, rain, shine, snow, wind...blessing every single boat that comes through, whether they need it or not. Never does any harm, I say, so let 'em have their fun."



As the *Pelican* pulls into the lane labeled for cargo, he tells you to wait down below in the cargo hold. "You can help unload, if you want, but stay out of sight. We don't know who all is looking for you yet."

From the hold, you can hear Jont talking to the dockmaster as the crew unloads crates and boxes onto the dock. After half an hour, the load is dispensed and the *Pelican* pulls away from the dock, heading for Drak'kal.

If the party has decided to stop at Sunglor, read the following:

As the *Pelican* turns the bend in the river, the town of Sunglor comes into view. It is an impressive sized town, especially compared to Rybalka. Even from this distance you can see hundreds of people walking around the wharf area; some picking up shopping, some waiting on passengers or cargo, and some are looking for work. There are numerous lanes for ships to pull in to based on what they are carrying. The lanes are made of floating timbers attached to anchored buoys. There is an orderly line that Captain Jont pilots the *Pelican* into.

You can see a small group of people dressed all in yellow standing on the shore, pointing at every boat that goes by and raising their hands toward the sun. When Captain Jont notices them, he chuckles. "Sunners." When he see the look on your face, he continues. "They worship the God of the Sun. Out here every day, rain, shine, snow, wind...blessing every single boat that comes through, whether they need it or not. Never does any harm, I say, so let 'em have their fun."

When the *Pelican* get to the docks, Captain Jont disembarks and speaks to a fellow dressed in all black that is holding a clipboard. Jont points to your party and to a piece of parchment that he has in his hand. The man in black nods and hands Jont another piece of paper, taking several gold coins from the Captain. If asked about the money, Jont laughs. "Dock fees. You get them everywhere. Had to throw in a couple extra because you all, as passengers, weren't on the manifest. I figure Igor will pay me back next time I'm in town." He shakes hands with everyone. "Roads and rivers, my friends. Hm? Oh, just an old saying where I'm from. 'Maybe to roads always meet your feet and the rivers always steer you right.' We shorten it to 'roads and rivers.' Safe journey!" He turns away from you and starts yelling as his crew to unload the cargo.

As you step off of the docks and into the town, you are amazed at how clean everything is, especially in a town that is, almost literally, in the middle of nowhere. Before you enter the town, you notice several signs and leaflets that say:

"KEEP YOUR WEAPONS SECURE. VIGILANTISM WILL NOT BE TOLERATED."

The party can make their way through town as quickly or slowly as they like. There's plenty to see and do here. There are many shops as well as a large temple dedicated to Flaesuros, God of the Sun.

Myhal does not seem to be comfortable in Sunglor, because with this many people, his disguise is more likely to be breached. His disguise self spell will only work for a few minutes, so he doesn't want to use it here.

The town is laid out in an orderly fashion, with most streets forming a grid. The only exception is just north of the center of town, where Sunglor was founded. The largest house from the founding is now the town hall, where Mayor Pavelnko lives and works. The rest of the dozen buildings left over from the founding are occupied by Sheriff Potter's jail, the courthouse, the temple to Flaesuros, as well as other official buildings.

Potential Encounter

While walking through the town, taking in the sights as it were, the party is stopped by some of the "Sunners," who ask if the party needs directions or any help. They push toward any Clerics or Paladins of the party, especially if one of those classes has their deity's holy symbol prominently displayed and it is not Flaesuros's. They will do not physical or magical harm to the party, but will slow them down, especially if the PCs seem to be in a hurry. The Sunners carry their own holy symbol, a five pointed star made of gold with a golden ring that sits loosely around the middle of the star, and pieces of parchment that have the tenets of Flaesuros to hand out to the "uneducated."

While the town guards don't seem to make anything of the Sunners interruption, any violence against them, either with weapons or without them, will draw the guards' ire. If the PCs gain the guards' attention, they may be arrested and that could bring them to the attention of the

Sunglorian militia stationed here. Being arrested will bring Mohkbavian soldiers when the militia uncover Myhal as an Elf. Once the party has extricated themselves from the Sunners, they can proceed on their way.

TRADSPORTATION

If the PCs are escorting Myhal back to the Silent Forest, from Sunglor, the PCs will have to head west on Daivin's Path before heading south to the town of Divoky. Divoky is the town nearest the Silent Forest while avoiding the Saatman Empire. Walking, while a possibility, would take weeks. The main options at this point are to: 1) catch a ride on a southbound cart; 2) buy a horse, or; 3) buy or rent passage on a carraige.

If the PCs decide to ride on a cart, Dallolus Theckif will be making a delivery of supplies such as breads and dried meats to Divoky, but with the extra weight of the PCs, he will need at least one more horse and require the PCs to pay. A light horse cost 40 gp. This trip will take five days due to the weight of the cart and PCs.

If the PCs hitch a ride on a cart, read the following:

"Sure, I can take ya," Theckif says. "Assuming you don't mind a slow ride, since Ol' Tommy isn't the fastest anymore. Judgin' by the looks of ya, you're wantin' a ride because you're hiding from the law." He spits on the ground and then looks you in the eye. "Don't bother me none, as long as no harm comes to me and mine if ya's caught. Now, since there's so many of yas, I'm gonna need to get me another horse from Bongo. Them's forty gold apiece and since you're the ones lookin' for a ride, I figure you should be the one who ponies up for it." Once you give Theckif the money, he wanders over to Bongo's Sundries and returns shortly with a horse. He expertly harnesses the horse next to Ol' Tommy and is ready to go.

"Come on, then," he says. "We're burnin' daylight." He cracks the reins and the cart rumbles into motion.

As the cart pulls away with you inside, you notice some of the militiamen walking through town carrying posters that read "WANTED" at the bottom.

On the north side of town, closest to Daivin's Path, the party will find Bongo's Sundries and Saddles, Sunglor's finest (and only) purveyor of beasts of burden.

If the PCs want to buy horses to make the trip to the town of Divoky, the prices are lower than stated in the Player's Handbook or Core Rulebook. This is because of the town has made it a practice to maintain an excess of animals for the agriculture around the town. Only light horses are available and they cost 40 gp. This trip should take no more than three days, but this may vary depending on how hard the PCs push the horses.

If the PCs wish to rent passage on a carriage, the cost to get to Divoky, is 5 gp a piece, per day. As it is a full four-day trip to Divoky, this will be 20 gp per person. Assuming a party of four people, one person will have to ride alongside the driver. It is helpful if this person is proficient with a crossbow, seeing as how they would be replacing the driver's partner, who normally protects the carriage. If the PCs wish to buy a carriage, it is still the 100 gp, horses not included and there is no driver. Bongo will make a deal for two horses for 60 gp or four horses for 200 gp, but will throw in the proper harness for free.

In any case, Myhal has very little money and will need the PCs to make up his share of the cost.

If the PCs are buying horses, a carriage, or renting passage on a carriage, read the following:

As you settle up with Bongo, son of Bongo as it happens, you see a group of eight Sunglorian militiamen walking through town, heading in your direction. The seem to be stopping at every place of business and holding up a batch of wanted signs. You can't be sure, but you can guess that they're looking for you. With each passing moment, as Bongo is filling out some paperwork, the soldiers get closer and closer. When the soldiers are two shops away, Bongo hands you a receipt and shows you to your transportation.

As you prepare to leave, the soldiers get to Bongo's and hold up wanted signs that look like you and Myhal. As he looks over the posters, Bongo starts to turn and look at you but catches himself. The lead soldier follows Bongo's half-glance and sees you standing there. After a moment of recognition, he points at you and blows a whistle.

E8CAPE

The militia will pursue the PCs after two rounds on horses of their own.

If the PCs have decided to rent a carriage, they will be stopped almost immediately as the driver heeds the orders of the Sunglorian militia.

If the PCs are in a carriage and decide to engage in combat with the Sunglorian militia while en route, all ranged attacks will take a -4 penalty due to the shakiness of the carriage. If the PCs are on horses and decide to engage in combat, they will need to make a **DC 15 Ride** check, as these horses are not combat trained.

If the PCs have decided to buy a carriage, they will have to decide whether to stop or not. If they do not, the militia will chase them as far as the Drak'kal border, which is marked with several large wooden beams driven into the road just before the Serpens Bridge. This marks the end of the militia's jurisdiction. This will take about ten minutes.

(6) Sunglorian Militia 3.5 | Pathfinder



6B. DRAK'KAL

Name Drak'kal Alignment and Type Chaotic Neutral large town Modifiers Corruption -2, Economy +2 Qualities Holy Site, Strategic Location, Tourist Attraction Danger 5 **Disadvantages** -Government Council Population 2,800 Notable NPCs Tatiana, Priestess of the Moon, Council Leader (CG, female, Klavek (human), Cleric 13), Samson Mulcahey, Marshall (NG, male, Klavek, (human), Warrior 3), Antonio Casta, Harbormaster (LE, male, Klavek (human), Expert 5) Base Value/Purchase Limit 2,640 gp/10,000 gp Spellcasting 7th Minor Items 3d4; Medium Items 2d4; Major Items 1d4

If the PCs have chosen NOT to stop in Drak'kal, read the following:

As the *Pelican* passes the bend in the river and leaves the sparkling pillars of Sunglor behind, the speed of the water picks up and the sailor manning the tiller has to fight to keep the boat from moving toward the southern shore of the river due to the influx of water from the River

Mohkba. In the distance, you can see the town of Drak'kal come into view. Captain Jont orders a stop behind a dozen other boats, each one trying to move closer to the docks, where there seems to be less order than out here on the water.

"Skinner," Captain Jont bellows. "Go down to the hold and prepare the special crates for our friends here. We don't want them to be found, even if Casta doesn't have any connections to the law, the silly sod."

In the cargo hold, you find Mate Skinner opening the sides of several large crates that stand against the back wall of the hold. He explains that Captain Jont occasionally moves things for


certain types of people that don't want those things found.

"These crates are topped with actual cargo, but they have space underneath for thing what we don't want to be found, right?" Skinner holds the door open. "Plenty of room, if you don't mind the dark. Don't worry, though. We'll be through this in two hours, tops. Casta may like making himself important and such, but he also likes to keep things moving just so, so he can get a few more silver in his pocket, eh? In ya go!"

He closes the door behind you and you settle into as comfortable a position as you can.

If the players DO choose to stop in Drak'kal, read the following:

As the *Pelican* passes the bend in the river and leaves the sparkling pillars of Sunglor behind, the speed of the water picks up and the sailor manning the tiller has to fight to keep the boat from moving toward the southern shore of the river due to the influx of water from the River

Mohkba. In the distance, you can see the town of Drak'kal come into view. Captain Jont orders a stop behind a dozen other boats, each one trying to move closer to the docks, where there seems to be less order than out here on the water.

"That man has never known what he was doing, other than lining his own pockets," Jont says. "Casta, the dockmaster, I mean. He's a good enough dockmaster, I suppose, but this backup is because he has to go onto every ship, inspect every piece of cargo, and collect his personal "fees" so he can say everything is in order and pass you onto the dockhands.

"The best thing we can do is have you looking like you're just more crew. Skinner! Get these folks some clothes to make them look like the rest of you!"

Mate Skinner brings you some cargo working clothes so that you can blend in. Once you've changed, he gives you a quick tutorial on how to look like a deckhand.

When the Pelican finally reaches the dock, a tall heavyset man, Dockmaster Antonio Casta, steps

onto the deck and begins looking around, talking to Captain Jont. He ignores you and goes into the cargo hold, inspecting every single container before assessing a "fine" to Jont for having "unbalanced stacks of crates." Jont forces a smile and hands over the gold. Casta makes a show of counting the gold twice before pocketing it and leaving the boat.

Between the *Pelican's* crew and the Drak'kalian dockhands, the boat is unloaded quickly. You reclaim your gear and make your way through town with Casta being none the wiser.

As with Sunglor, the party can move through Drak'kal as quickly or as slowly as they wish. As the city isn't particularly lawful, Marshall Samson Mulcahey won't really bother with the PCs unless they cause problem.

The PCs may see small groups of men in women in dark robes moving throughout the town. These people are colloquially called "Moon Children" and are the clergy of Nearru. They, along with everyone else in town, are content to mind their own business unless they are spoken to. The only exception to this is the hawker who is trying to sell tickets to see Nearru's Stone, a supposed "relic" that sits at the confluence of the Serpent River and the River Mohkba. Legends tell that at this confluence, Nearru and the Klavek hero Jazoh fought with a dragon of untold proportions. As they struck the killing blow, the dragon was flying over them and sailed into the distance, never to be seen or heard from again. On the north-northwestern side of the confluence, at the foot of the Serpens Bridge, there is a stone that is shaped like a crescent moon that has been cleaved partly through. The loremasters of this tale say that Nearru fashioned the stone and Jazoh cut through it as a mark of their union.

The town itself seems to vaguely haphazard, with different styles of architecture simply mashed together and some buildings even seeming like they're falling apart. The streets run together at odd angles and shops have their doors and windows set off-center in their walls.

A block west of the docks, the town council meets at a large building where Tatiana, Priestess of Nearru lives and heads the council. Marshal Mulcahey has a small house that is near the jail on the eastern end of town. Myhal seems to be more comfortable here, as it seems that nobody really cares who anyone else is, as long as there's no trouble.

Klavekian Military Presence



Since Drak'kal is on the chaotic side, there are occasional visits from small groups the Klavekian military. These troops are stationed at Fort Antone and are the closest of the Klavekian military to the Three Sisters. Marshal Mulcahey isn't particularly fond of these troops patrolling his town, because it not only causes tension to the normally relaxed people of Drak'kal, but he also sees it as personal. The marshal sees these intrusions as the government saying that he can't do his job. These patrols use the same statistics as the soldiers that were in Rybalka.

(8) Klavek Soldiers 3.5 | Pathfinder



Once the PCs have been in town for at least half an hour (assuming they are there that long), have them make a **DC 15 Spot/Perception** check to notice a group of these soldiers going through town with "Wanted" posters, just like in Sunglor. The PCs can hide or try to fight.

If the PCs fight, the Klavekian soliders will try to render them unconscious instead of killing them. If this happens, the PCs will wake up and find themselves being put into a prison carriage. Go to 5. Arrested.

If the PCs try to hide, they must make a **Hide/Stealth** check equal to the the **Spot/Perception** check of the soliders to avoid being seen. If they are spotted, they will have two rounds to try to hide again before the soldiers chase the PCs and make another **Spot/Perception** check.

If the PCs are being chased, read the following:

You round a corner, the Klavek soldiers in pursuit, when you hear a person give a short, sharp whistle. You see a man holding open a cellar door, motioning you to enter it. The room below the door is too dark to see into. This man, Marko Irthan, is a member of a group called the Grinning Rogues. The Grinning Rogues are a loosely organized group dedicated to bringing



Make it clear to the PCs that they do not have time to stop and talk to the man, but they are also not under any obligation to follow him.

If they do NOT follow Irthan, they will need to keep making **Hide/Stealth** checks at the same DC until they get out of town and out onto Daivin's Path and can blend in with the other foot traffic.

If the PCs DO follow Irthan, he leads them into a cellar and closes the door overhead, leaving the party in darkness. A moment later, he will light up the room with a *ring of dancing lights*. He introduces himself and welcomes the party to the headquarters of the Grinning Rogues. He explains the purpose of the Grinning Rogues and tells the PCs that if they feel the same way, he can make them Grinning Rogues as well.

Irthan is a short, thin man with a vaguely manic grin that almost never leaves his face. His light brown hair is combed over to one side and seems to be slicked back with some kind of grease. His hands move as he talks quickly, shuffling from one foot to the other.

If the party agrees that they agrees with the Grinning Rogues' ideas, Irthan will give them what was once a small copper coin that has been shaped into a small knife, with a grinning face carved into the blade. If they do not agree, Irthan will be unfazed and say that he moves his own goals forward by helping them out.

Regardless of whether or not they join the Rogues, Irthan can get them transportation out of town in return for a small "fee" of 50 gp to the Rogues. Once the fee has been paid, Irthan will leave the PCs in the cellar, lighting the only candle as he goes. Close to an hour later, he will return with an old man and a wide hay wagon pulled by two large mules. The party can hide under the tarp and Mr. Munson will take the PCs out of town past the soldiers, where they're free to go where they like.



6C. TORRENT

Name Torrent Alignment and Type True Neutral small town Modifiers Crime +1, Law -3, Lore +1, Society +4**Qualities** Academic, Notorious Danger 10 **Disadvantages** -Government Magical **Population** 275 Notable NPCs Matron Elizabeth Dunleavy, Daughter of Nature (CN, female, Klavek (human), Druid 11), Yugorg Daemonbreaker, Jailor (LN, male, ogre, Fighter 6) Base Value and Purchase Limit 1,300/7,500 Spellcasting 6th Minor Items 3d4; Medium Items 1d6; Major Items -

Torrent, named for the increase in the speed of the where the two rivers join, is the "middle child" of the Three Sisters. Founded by a group of Klavs who tired of living with the God of War as the main focus of both life and religion. After an exchange of information with a tribe of Vikmordere, these Klavs took the story of Storjeger, the Vikmordere God of the Hunt, to heart and broke away from Mohkba, founding the town of Torrent based on the philosophy of balance.

This small town isn't exactly lawless, as Yugorg Daemonbreaker, Ogre Jailor, does his best to maintain order. This is helped, somewhat, by Matron Dunleavy having opened a "school" of sorts to teach those who can afford the 5 gp tuition how to hunt, fish, and trap the land, but to do so without taking more than they need. Balance is the key.

Most of Torrent's trade is done with the sailors themselves. Matron Dunleavy has found several nearby spices that add a lot of flavor during the drying process of meats and fruits and she has these dried foods sold on the docks so boats can resupply before making a trip either up or down river.

As the Pelican pulls into Torrent, read the following:

As the *Pelican* angles toward one of the two small docks near Torrent, you feel the boat pull a little as the speed of the water increases. You notice that there are no dock hands waiting to help unload, no one waiting for any boats, and really, no one at all on the docks. Only a small stack of crates. Beyond the docks, you can make out the small town of Torrent. A couple of hundred houses with each that you can see with its own garden, various colors of plants and crops poking up through the light dusting of snow.

Mate Skinner and several other sailors hop off the deck and onto the dock with rope in hand, tying the Pelican off quickly. Captain Jont calls for everyone to debark and walks with you down the gangway to the pier. "I'm sure I'm not telling you anything you don't already know," he says. "But there's nowhere to stay here. No inn and no tavern. If you can find someone to put you up, expect to do some work. Nothing is free in Torrent and some things can't be bought with money. Take these, for example," he says as he points to a stack of small crates on the dock.

Smaller than your standard treasure chest, this pile of boxes has a copper bowl sitting next to them with a sign that reads "Pay as much as you can." Jont tosses several gold pieces into the bowl and pulls three boxes off of the stack.

"Spiced jerky," he says. "Best I've found yet. Makes for good eats when we're on the river. Good thing about this setup is that all of the money goes into the town and not some politician's pocket. Matron Dunleavy sees to that. Well, this is the end of the line for me. Good luck, my friends. Safe travels. Time to get these lazy bones sailors some exercise rowing back up the river. Come on, ya dogs! Get a move on!" With that, Captain Jont returns to the *Pelican* and the crew begins to place oars out through port holes, preparing to return upriver. Jont gives you a wave as Skinner unties the boat and casts off.

The town of Torrent works mostly on the barter system. While silver and copper are relatively common, gold is less so, and platinum is almost never used. The only general store in Torrent, the Rare Blessing run by Cilly Kiv, a human woman, carries a little bit of everything Cilly keeps a little bit of money on hand, but this rarely reaches a total of 50 silver pieces. There are always odd jobs, such as deliveries, fence mending, or crop gathering that she will take in place of purchases. Cilly handles all transactions, writing receipts for items or work done.

All of the money that is made in town goes to Matron Dunleavy. She then divides up the money as the town needs and then sends people to either Drak'kal or Sunglor to obtain supplies.

Torrent has gotten a reputation for its residents as being "backwards" or "slow" because they tend not to deal in money, but in favors. This has made the residents, after many years of outsiders trying to swindle them or push them around, to be a little leary of people from Drak'kal, Sunglor, or even Rybalka. They're not xenophobic, just suspicious. This hesitancy changes to fear is someone from Mohkba arrives in Torrent.

There are no instances of the Mohkbavian military showing up in Torrent, so there is no rush to get out of town, other than getting Myhal back to the Silent Forest. However, because of the town's nature, living in harmony with the land, there are not horses to spare to sell to the party. If the party with to buy horses, they will have to converse with Matron Dunleavy and convince her (**DC 20 Diplomacy** check) that they need horses. She will make arrangements for one of her residents to go to Sunglor to buy horses, with the PCs money. Unfortunately, there is no way to work off the debt incurred by buying that many horses.

The other option is for the party to start walking Daivin's Path toward Divoky and possibly hitch a ride on a passing wagon.

7. Епснаіпед

At any point during the arrest, one of your players may try to hide a set of thieves' tools or a small weapon on themselves.



The DC for the **Sleight of Hand** check is 20.

Lieutenant Laet leads all of you onto the *Sea Ranger*, a Klavek military vessel. Your hands and feet have been manacled together and you're chained to each other.

"You are being charged with interfering with a royal investigation," Lieutenant Laet says to you. "Probably won't amount to much, as His Highness will probably only want to ask you some questions about your dealings with the Elf." He turns to Myhal. "You, on the other hand, are going to be meeting His Highness Tsar Tokolvor XIII. He's been anxious to meet you since he heard you were in Rybalka. Make yourselves comfortable. We'll be in Sunglor in three days."

You are locked up in the hold, each one of you in a separate cell, all of your equipment confiscated.

After almost three full days of confinement, not to mention the Kingdom's finest bread and water, the *Sea Ranger* finally docks. You are chained back together and lead off of the boat into the town of Sunglor.

8. ARRESTED

This section can be used whether the party is caught in Rybalka (after section **7: Enchained**), or caught in either Sunglor or Drak'kal. When the PCs are captured, they are stripped of their equipment, including weapons and armor, and shackled at hand and foot and placed into a sturdy carriage designed to transport prisoners.

You are lead to a long, sturdy black carriage that has only one barred window on the back door. The Tolkovar coat of arms is emblazoned in gold on the sides of the wagon. Two of the soldiers place your equipment into a lockbox under the carriage while Lieutenant Laet opens the rear door and motions for you to enter.

"You, my friend," he says to Myhal. "Are most eagerly awaited at the palace. The rest of you will be charged with aiding a fugitive of the state. I honestly don't think much will come of it and His Highness will probably only ask you a few questions about our Elven friend here."

As Lieutenant Laet mentions you being "asked questions," several of the soldiers look at each other with knowing looks. Once you are inside, Laet suggests you get comfortable, as this will be a long and bumpy ride to the capital. The door closes and you hear a lock click firmly into place. You hear horses being mounted and the carriage lurches forward.

DC 15 Knowledge (local) or Knowledge (nobility)



Success You have heard rumors that people who are "asked questions" by Tzar Tokolvar are never seen or heard from again.

Failure You don't think answering a few questions would be too hard.

The ride away from Sunglor is bumpy, as Daivin's Path has seen better days. When the whole procession is about two hours away from Sunglor, the carriage slows and then stops. Have the players make a **DC 20 Listen/Perception** check. If the check fails, they can hear Lieutenant Laet and another person speaking, but they cannot make out any words. If the check succeeds, read the following:

"I do not know who you are, but we are on official business with orders from His Highness himself." Lieutenant Laet sounds irritated.

"If you know anything of the way the Tsar operates, then you have heard of the Dauntless Order," says a female voice in response. "We answer directly to His Highness, not through some intermediary."

When the voice says 'Dauntless Order,' there are gasps from the soldiers.

"By the Order's command and the authority of His Highness, Tsar Tokolvor Klavek XIII," the female voice continues. "You will turn your prisoners and their effects over to me immediately."

DC 20 Knowledge (local)



Failure The Dauntless Order sounds familiar, but you can't place the name.

If they want, while the soldiers are distracted, the PCs can try to escape from the carriage. If any character managed to smuggle in a set of thieves' tools, they require a **DC 25 Open Lock/Disable Device** check. Without thieves' tools, they will have to improvise, which causes the DC increases to 29. Even if they do not try to escape, the door will be opened soon enough, as Lieutenant Laet agrees to release you into the custody of the Agent of the Dauntless Order.

Laet unlocks the PCs and brings them out of the carriage.

In front of the carriage, some fifty feet away is a lone, black-cloaked figure. The hood of her cloak is down and her long brown hair streams in the breeze. Her right hand rests on the pommel of a formidable looking sword while her bright blue eyes drink in Lieutenant Laet. She stands completely still and waits. One of the other soldiers opens the lockbox and brings your bundled equipment to her. She raises her arm and indicates a pack horse not far away. The soldier nods and places your equipment into various bags and straps.

Once that is done and the PCs are completely unshackled, the Agent tells Laet to take his soldiers and be on his way and that she will put in a good word for him with the Tsar for his cooperation. With a nod, Laet and the soldiers ride off toward Mohkba. Once they are gone, read the following: As the soldiers ride off toward Mohkba, the Agent watches you for a reaction. Once the soldiers have disappeared, she runs over to Myhal and hugs him tightly, taking him by surprise When the hug is released, she is no longer brown-haired, but pale blonde and her eyes are the colors of emeralds.

"Mareth!" Myhal cries. Seeing the two of them together, you can tell they are related. "My friends, this is my sister, Mareth Algar. Once again, she has saved me." "Just like when we were children," Mareth says with a smile.

Once introductions are made, you reclaim your equipment and Mareth leads you into the woods for about half a mile to a group of horses tied to trees.

"Come, my friends," Myhal says enthusiastically. "Now, the adventure truly begins!"

Contained within are the necessary statblocks required to effectively run this adventure, both for the OGL 3.5 system and the Pathfinder system, distinguished by the colorations of orange and red, respectively.

Additionaly, all combat sequences throughout the adventure are linked to their respective page within the index for your convenience.

Encounter Index.

Captain Vichere Jont

Size/Type: Medium human Expert 10 Hit Dice: 10d6+10 (40 hp) Initiative: +2 **Speed:** 30 ft. Armor Class: 12 (+2 Dex), touch 12, flat-footed 10 **Base Attack/Grapple:** +7/+8 Attack: +9 +1 adamantine dagger (1d4+1) **Full Attack:** +9/+4 +1 adamantine dagger (1d4+1) **Special Attacks:** -**Special Qualities:** -Saves: Fort +4, Ref +5, Will +8 Abilities: Str 12, Dex 15, Con 12, Int 18, Wis 13, Cha 12 Skills: Balance +17, Craft (ships) +16, Diplomacy +18, Gather Information +16, Knowledge (geography) +17, Knowledge (nature) +17, Profession (sailor) +14, Speak Language +6, Spot +8, Swim +16, Use Rope +19 Feats: Agile, Alertness, Deft Hands, Endurance, Investigator, Negotiator **Challenge Rating:** 8 Languages: Aquan, Common, Dwarven, Giant, Gnoll, Gnome, Halfling, Orc, Undercommon Alignment: Neutral Good



Lieutenant Saith Laet

Size/Type: Medium human Fighter 6/Cleric of God of War 1 Hit Dice: 6d10+18 plus 1d8+3 (58 hp) **Initiative:** +2 Speed: 30 ft. (6 sq.) Armor Class: 16 (+4 armor, +2 Dex), touch 12, flat-footed 14 **Base Attack/Grapple:** +6/+7 Attack: +8 warhammer (1d8+3/x3) or composite shortbow (Str +1) + 8 (1d6+1/x3)**Full Attack:** +8/+3 warhammer (1d8+3/x3) or composite shortbow (Str +1) + 8/+3 (1d6+1/x3)Special Attacks: Domains: Law and War, Turn undead Special Qualities: aura, spells Saves: Fort +10, Ref +5, Will +8 Abilities: Str 13, Dex 15, Con 16, Int 10, Wis 18, Cha 13 Skills: Diplomacy +7, Gather Information +9, Intimidate +19, Knowledge (religion) +8 Feats: Far Shot, Investigator, Negotiator, Point Blank Shot, Precise Shot, Skill Focus (Diplomacy), Weapon Focus^B (warhammer), Weapon Specialization (warhammer) Challenge Rating: 6 Alignment: Lawful Neutral Languages: Common

Cleric Domain: Law

Granted Power: You cast law spells at +1 caster level.

Cleric Domain: War

Granted Power: Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon.

Cleric Spells

- **0** cure minor wounds, guidance, light
- **1** *bless, magic weapon*^D*, remove fear, shield of faith*

Cual Beartooth

Size/Type: Medium Humanoid (Human) Male Barbarian 12 **Hit Dice:** 12d12+60 (151 hp)

Initiative: +6

Speed: 30 ft.

Armor Class: 20 (+8 armor, +2 Dex), touch 12, flat-footed 18

Base Attack/Grapple: +12/+16

Attack: Featheraxe +14 melee (1d8+4/19-20/x30 or +1 dagger +9 melee (1d4+3/19-20/x2) or gauntlet +16 melee (1d3+4)

Full Attack: Featheraxe +14/+14/+9/+4 melee (1d8+4/19-20/x3) and +1 Dagger +9 melee (1d4+3/19-20/x2) and Gauntlet +16/+11/+6 melee (1d3+4/x2)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualites: damage recution 2/-, Energy Absorption: Fire (1/rage), Energy Resistance, Greater: Fire (1/rage), Energy Resistance: Fire, Fast Movement +10, Fearless Rage, Improved Uncanny Dodge (Lv >=16), rage (31 rounds/day), resistance to cold 10, Trap Sense +4

Saves: Fort +13, Ref +6, Will +7

Abilities: Str 19, Dex 14, Con 20, Int 12, Wis 16, Cha 12

Skills: Balance -1, Climb +10, Craft (Baskets) +4, Craft (Bows) +4, Craft (Carpentry) +4, Craft (Cloth) +4, Craft (Clothing) +4, Craft (Leather) +4, Craft (Pottery) +4, Craft (Rope) +4, Craft (Shoes) +4, Craft (Traps) +4, Craft (Weapons) +4, Fly -1, Handle Animal +12, Heal +13, Hide -1, Intimidate +12, Jump -1, Knowledge (Nature) +16, Listen +7, Move Silently -1, Ride -1, Search +2,

Spot +7, Survival +18, Swim +5

Feats: Cleave, Improved Critical (Featheraxe), Improved Initiative, Power Attack, Weapon Focus (Featheraxe)

Challenge Rating: 11

Aligntment: Chaotic Neutral

Languages: Common, Vikmordere

Combat Gear: +1 Dagger, Devil's Scale Mail, Featheraxe; Other Gear Potion of Aid, Potion of Barkskin +2, Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Cure Light Wounds (4), Potion of Cure Moderate Wounds (4), Potion of Cure Serious Wounds (2), Potion of Eagle's Splendor (2), Potion of Endure Elements (2), Potion of Fox's Cunning, Potion of Haste, Potion of Hide From Animals, Potion of Hide From Undead, Potion of Invisibility, Potion of Jump, Ring of Cold Resistance, Minor

SPECIAL ABILITIES

Damage Reduction (2/-) You have Damage Reduction against all attacks.

Damage Resistance, Cold (10) You have the specified Damage Resistance against Cold attacks.

Energy Absorption: Fire (Su) 1/rage, convert a fire attack into temporary healing.

Energy Resistance, Greater: Fire (Ex) 1/rage, halve a fire attack's damage before applying resistance.

Energy Resistance: Fire (Ex) Fire Resistance while raging

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Fearless Rage (Ex) While raging, you are immune to the shaken and frightened conditions.

Improved Uncanny Dodge (Lv >=16) (Ex) Retain DEX bonus to AC when flat-footed. Cual cannot be flanked unless the attacker is Level 16+.

Rage (31 rounds/day) (Ex) +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.

Trap Sense +4 (Ex) +4 bonus on reflex saves and AC against traps.

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Doppleganger

Size/Type: Medium Monstrous Humanoid (Shapechanger) Hit Dice: 4d8+4 (22 hp) Initiative: +1 Speed: 30 ft. (6 squares) Armor Class: 23 (+8 armor, +1 Dex, +4 natural), touch 11, flat-footed 22 **Base Attack/Grapple:** +4/+5 Attack: battleaxe +5 melee (1d8+1) **Full Attack:** battleaxe +5 melee (1d8+1) Space/Reach: 5 ft./5 ft. Special Attacks: Detect thoughts Special Qualities: Change shape, immunity to sleep and charm effects Saves: Fort +4, Ref +5, Will +6 Abilities: Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13 Skills: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6 Feats: Dodge, Great Fortitude Environment: Any **Organization:** Solitary, pair, or gang (3–6) **Challenge Rating: 3** Treasure: Double standard Alignment: Usually neutral

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived.

Its natural form a doppelganger is about 5-1/2 feet tall and weighs about 150 pounds.

COMBAT

When in its natural form, a doppelganger strikes with its powerful fists. In the shape of a warrior or some other armed person, it attacks with whatever weapon is appropriate. In such cases, it uses its detect thoughts ability to employ the same tactics and strategies as the person it is impersonating.

SPECIAL ABILITIES

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A true seeing spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.



Edheliant Barbarian

This monstrosity has the grace and fluid motion of an *Elf* combined with the savage fury of an Orc. It sees you and raises its club.

Size/Type: Medium Monstrous Humanoid (Elf) Hit Dice: 6d12+20 (58 hp)

Initiative: +3

Speed: 50 ft.

Armor Class: 19 (+4 armor, +3 Dex, +2 natural), touch 13, flat-footed 16

Base Attack/Grapple: +6/+11

Attack: greatclub +12 (1d10+6) melee or javelin +9 ranged (1d6+4)

Full Attack: greatclub +12/+7 melee (1d10+6) or javelin +9/+4 ranged (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: camouflage (forest), darkvision 60 ft., Elven traits, fast, fast movement, illiteracy, immune to sleep, improved uncanny dodge, low-light vision, rage (2/day; 9 rounds), silent hunter, spell-like abilities, spell resistance 17, trap sense +2, uncanny dodge

+2, uncanny douge

Saves: Fort +9, Ref +5, Will +2

Abilities: Str 20, Dex 16, Con 18, Int 7, Wis 10, Cha 16

Skills: Intimidate +11, Survival +8 Feats: Cleave, Power Attack, Weapon Focus (greatclub)

Challenge Rating: 6 **Alignment:** Chaotic Evil **Languages:** Old Elven

SPECIAL ABILITIES

Camouflage (forest) (Ex): Edheliant gain a +4 racial bonus on Stealth checks while within the forest.

Fast (Su): Edheliant have a base speed of 40 ft.

Silent Hunter (Ex): Edheliant reduce the penalty for using Hide and Move Silently while moving by 5 and can make Hide and Move Silently checks while running at a –20 penalty.

Spell-like Ability At will – detect magic Like tigers on the prowl, Edheliant combine a sleek grace with a barely controlled savagery. They prefer to remain in the forest where they can hide effectively and stalk the Elves they've been taught to hunt. They despise towns and cities and, unless directly ordered by Onael, will not enter one.

Edheliant stand 7 ft. tall and weigh around 350 lbs. The size of their opponents doesn't matter, but since they have been taught to hunt Elves, they generally are taller and heavier than their opponents and use that difference to their advantage.

They have little culture, other than the hunt and their frenzied worship of Onael.

Half-fiend Dark Slayer

This small humanoid is clothed in tattered rags from head to foot. Only its sinister eyes and pale hands are visible.

Size/Type: Small humanoid outsider (dark folk, native) Hit Dice: 4d8+12 (30 hp) Initiative: +6 Speed: 30 ft., fly 60 ft. (good) Armor Class: 18 (+6 Dex, +1 natural, +1 size), touch 17, flat-footed 12 Base Attack/Grapple: +3/+3 Attack: kukri +10 melee (1d3+1/18-20 plus black smear poison) or bite +8 melee (1d4+1) and 2

claws +3 melee (1d3+1) **Full Attack:** kukri +10 melee (1d3+1/18-20 plus black smear poison) or bite +8 melee (1d4+1) and 2 claws +3 melee (1d3+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: death throes, poison use, sneak attack +2d6, , smite good (1/day; +4), soul harvest **Special Qualities:** acid resistance 10, cold resistance 10, damage reduction 5/magic, electricity resistance 10, fire resistance 10, immune to poison, light blindness, magical knack, see in darkness, spell-like abilities, spell resistance 15

Saves: Fort +3, Ref +12, Will +2

Abilities: Str 13, Dex 22, Con 14, Int 12, Wis 13, Cha 19

Skills: Climb +5, Hide +14, Listen +2, Move Silently +10, Spellcraft +8, Spot +5, Use Magic Device +14; Racial Modifiers +4 Climb, +4 Hide,

+4 Spot

Feats: Skill Focus (Use Magic Device), Weapon Finesse

Environment: any underground

Organization: solitary, gang (1 dark slayer and 2-5 dark stalkers), or clan (20-80 dark creepers plus 1 dark stalker or dark slayer per 20 dark creepers)

Challenge Rating: 4

Treasure: standard (kukri, black smear [2 doses], other gear)

Alignment: Chaotic Evil Languages: Dark Folk

Spell-Like Abilities (CL 4th; concentration +6) Constant-detect magic At will-bleed (DC 14), chill touch (DC 15), darkness, spectral hand

3/day-daze monster (DC 16), death knell (DC 16), inflict moderate wounds (DC 16)

SPECIAL ABILITIES

Death Throes (Su) When a dark slayer is slain, its body implodes violently into nothingness, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d8 points of sonic damage and must make a DC 13 Fortitude save or be deafened for 2d4 rounds. The save DC is Constitution-based.

Magical Knack (Ex) Spellcraft and Use Magic Device are always class skills for dark slayers.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry two doses on them.

Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

Smite Good (Su) Once per day, the dark slayer may smite a good-aligned creature. As a swift action, the creature chooses one target within sight to smite. If this target is good, the creature adds its Charisma bonus (if any) to attack rolls and gains a damage bonus equal to its HD against that foe. This effect persists until the target is dead or the creature rests.

Soul Harvest (Su) When a dark slayer damages a flat-footed foe or a foe it is flanking with a melee touch spell or spell-like ability that deals hit point damage, the spell does an additional 1d6 points of damage and the dark slayer gains an equal amount of temporary hit points. These temporary hit points last for a maximum of 1 hour.

Dark slayers are relatively rare sub-race of the dark folk imbued with malign energies that grant them a suite of deadly spell-like abilities beyond those normally accessible to their kin. They are usually encountered leading small bands of dark creepers, and seethe with barely concealed envy of the dark stalkers, ever scheming to displace them and claim a dark folk tribe of their own. Dark stalkers direct the slayers for their own ends, grooming them for use against enemies, ever ready to sacrifice a slayer in battle for an advantage, however temporary.

Unlike other dark folk, dark slayers embrace their evil impulses. Their pleasures extend more to murder and pain than to theft or mayhem. Dark slayers are obsessed with magical trinkets, covering them above all else. Sadly, their obsessive need to fiddle and tinker often leaves their pretties broken or depleted.

Dark slayers stand just short of 4 feet tall and weigh 50 pounds. Most have a persistent tremor visible in their hands, stilled only when fondling a newfound magic item. Their skin is dead white, dry, and hot to the touch; their eyes are dark and narrow. Dark slayers wear salvaged rags like dark creepers do, but they discard the rags when they grow too tattered or foul-smelling.

Half-Fiend Dark Stalker

This tall humanoid's pale brow and black, soulless eyes are all that can be seen above a black scarf wrapped around its face.

Size/Type: Medium humanoid outsider (dark folk, native)

Hit Dice: 6d8+24 (51 hp)

Initiative: +6

Speed: 30 ft., fly 60 ft. (good)

Armor Class: 21 (+2 armor, +6 Dex, +3 natural), touch 17, flat-footed 14

Base Attack/Grapple: +4/+7

Attack: 2 short swords +8/+8 melee (1d6+3 plus poison/19–20) or bite +6 melee (1d6+3) and 2 claws +1 melee (1d4+3)

Full Attack: 2 short swords +8/+8 melee (1d6+3 plus poison/19–20) or bite +6 melee (1d6+3) and 2 claws +1 melee (1d4+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: death throes, poison use, smite good (+2; 1/day), sneak attack (+3d6)

Special Qualities: damage reduction 5/magic; immune to poison, acid, cold, electricity, and fire resistance 10; light blindness; see in darkness; spell-like abilities, spell resistance 17

Saves: Fort +6, Ref +11, Will +4

Abilities: Str 16, Dex 22, Con 18, Int 11, Wis 15, Cha 15

Skills: Climb +11, Hide +6, Listen +5, Move Silently +3, Sleight of Hand +7, Spot +9; Racial Modifiers +4 Climb, +4 Hide, +4 Spot Feats: Dodge, Two-Weapon Fighting, Weapon Finesse

Environment: any underground

Organization: solitary, gang (1 dark stalker and 2–5 dark creepers), or clan (20–80 dark creepers plus 1 dark stalker per 20 dark creepers)

Challenge Rating: 6

Treasure: NPC gear (leather armor, short swords [2], black smear [6], other treasure) Alignment: Chaotic Evil Languages: Dark Folk, Undercommon

Spell-Like Abilities (CL 6th)

At will—deeper darkness, detect magic, fog cloud 1/day—desecrate, unholy blight 3/day—darkness

SPECIAL ABILITIES

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them.

Black Smear—injury; save Fort DC 15; frequency 1/ round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by deeper darkness.

Smite Good (Su) Once per day, the dark stalker may smite a good-aligned creature. As a swift action, the creature chooses one target within sight to smite. If this target is good, the creature adds its Charisma bonus (if any) to attack rolls and gains a damage bonus equal to its HD against that foe. This effect persists until the target is dead or the creature rests.



Half-fiend Schir Demon

This goat-headed humanoid is covered in a mangy gray hide that only partly covers its gaunt but muscled frame.

Size/Type: Medium outsider (chaotic, demon, evil, native) **Hit Dice:** 5d10+10 (37 hp)

Initiative: +3

Speed: 30 ft., fly 60 ft. (good) Armor Class: 21 (+3 Dex, +8 natural), touch 13, flat-footed 18

Base Attack/Grapple: +5/+10

Attack: masterwork halberd +12 melee (1d10+7/ x3 plus disease), gore +5 melee (1d6+2) or gore +10 melee (1d6+4) or bite +10 melee (1d6+6 plus disease) and two claws +5 (1d4+3) melee Full Attack: masterwork halberd +12 melee (1d10+7/x3 plus disease), gore +5 melee (1d6+2) or gore +10 melee (1d6+4) or bite +10 melee (1d6+6 plus disease) and two claws +5 (1d4+3) melee

Space/Reach: 5 ft./5 ft. (10 ft. with halberd) Special Attacks: powerful charge (gore, 3d6+7), smite good (1/day)

Special Qualities: damage reduction 5/cold iron or good or magic, darkvision 60 ft., fire resistance 10, immunity to acid, cold, disease, electricity, and poison, see invisibility, spell-like abilities, spell resistance 17

Saves: Fort +8, Ref +4, Will +4

Abilities: Str 21, Dex 16, Con 19, Int 10, Wis 7, Cha 10

Skills: Climb +11, Intimidate +6, Jump +18, Listen +5, Spot +13, Survival +2; Racial Modifiers +8 Jump, +8 Spot

Feats: Iron Will, Power Attack, Weapon Focus (halberd)

Environment: any (Abyss)

Organization: solitary, pair, or pack (2-8)

Challenge Rating: 6

Treasure: standard (masterwork halberd, other treasure)

Alignment: Chaotic Evil

Languages: Abyssal; telepathy 100 ft., tongues

Spell-Like Abilities (CL 6th; concentration +4) Constant—see invisibility, tongues 3/day—arcane lock, darkness, expeditious retreat, protection from good **1/day**—*desecrate, summon* (level 2, 1d3 schirs 20%), *unholy blight*

SPECIAL ABILITIES

Disease (Ex) A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the demon's filthy spittle. Any creature struck by a schir's halberd must succeed at a DC 15 Fortitude save or contract gray pox—a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. The save DC is Constitution-based.

Gray Pox: Halberd or bite—injury; save Fort DC 15; onset 1 day; frequency 1/day; effect 1d6 Str damage; cure 2 consecutive saves.

A schir resembles a tall, muscular humanoid with the head and hooves of a demonic goat. A ragged hide covers patches of a schir's body, usually around the forearms and lower legs, with a crestlike patch running down from the creature's crown to the nape of its neck. Schir demons are 7 feet tall, though they usually stoop and so appear shorter, and weigh 300 pounds. Also known as spite demons, schirs are among the most violent and vile-tempered inhabitants of the Abyss. Schirs are formed from the souls of mortals who either committed or framed others for heinous crimes-acts committed for the sole purpose of petty retribution. Despite such origins, schirs occupy one of the lowest orders in the demonic hierarchy, often serving as front-line infantry in demonic armies or as guards for minor demonic commanders.

Although not especially intelligent, schirs are cunning warriors and able sentries. Although they prefer to charge into combat, a schir's natural jumping ability makes it a nimble enemy, capable of using its surroundings astutely. A schir will often jump on top of rocks, crumbling walls, or any other high place to hack with its disease-ridden halberd. For all of schirs' capabilities, their spitefulness makes them distrustful of any creature that has not proven its greater power and strength numerous times.

A schir set loose upon the Material Plane quickly seeks to set itself up as a leader of its own army—often, schirs seek out tribes of savage humanoids and attempt to replace the current leaders. They are particularly fond of infiltrating gnoll tribes.

Klavek Soldier

Size/Type: Medium Humanoid (human) Fighter 6 **Hit Dice:** 6d10+12 (47 hp) **Initiative:** +0 Speed: 20 ft. (4 sq.) Armor Class: 14 (+4 armor), touch 10, flat-footed 14 **Base Attack/Grapple:** +6/+9 Attack: falchion +10 melee (2d4+5/18-20) or composite shortbow (+2) +6 ranged (1d6+2/x3)**Full Attack:** falchion +10/+5 melee (2d4+5/18-20) or composite shortbow (+2) + 6/+1 ranged (1d6+2/x3) Space/Reach: 5 ft./5 ft. **Special Attacks: -Special Qualities: -**Saves: Fort +7, Ref +2, Will +5 Abilities: Str 16, Dex 11, Con 14, Int 10, Wis 14, Cha 8 **Skills:** Diplomacy +3, Intimidate +11, Knowledge (geography) +3, Survival +3 Feats: Cleave, Great Cleave, Improved Initiative, Power Attack, Skill Focus (Intimidate), Toughness (+3 hit points), Weapon Focus (falchion), Weapon Specialization (falchion) Challenge Rating: 5 Alignment: Lawful Neutral



Kra'Tah

Skittering into the light is a terrifying form with a shiny red chitinous exoskeleton. It has long crab-like legs lined with sharp barbs like a hundred sharpened daggers. It hisses and opens a gaping maw filled with razor sharp black teeth and moves towards the group.

Size/Type: Large aberration (aquatic) Hit Dice: 6d8+6 (33 hp) **Initiative:** +7 Speed: 30 ft., swim 20 ft. Armor Class: 19 (+4 Dex, +5 natural, -1 size), touch 14, flat-footed 14 **Base Attack/Grapple:** +5/+8 Attack: 2 claws +7 melee (1d6+2 plus grab) Full Attack: 2 claws +7 melee (1d6+2 plus grab) Space/Reach: 10 ft./10 ft. Special Attacks: constrict (1d6+1), paralytic tentacles Special Qualities: amphibious, darkvision 60 ft., immune to poison Saves: Fort +4, Ref +7, Will +9 Abilities: Str 13, Dex 18, Con 12, Int 10, Wis 14, Cha 5 Skills: Hide +18, Knowledge (nature) +8, Listen +17, Move Silently +18, Sense Motive +9, Spot +17, Swim +24 Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (claw) **Environment:** arctic lakes/temperate caves **Organization:** solitary, pair, or pack (3-6) **Challenge Rating:** 4 Treasure: standard Alignment: Chaotic Evil

SPECIAL ABILITIES

Paralytic Tentacles (Ex) The Kra'Tah can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 16 Fortitude save each round on the Kra'Tah's turn or be paralyzed for 3 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d6+1 points of damage each round from the creature's mandibles.

Nynd'el, Vikmordere Shaman

Size/Type: Medium Humanoid (human) Shaman (Druid) 5 Hit Dice: 5d8+5 (39 hp) Initiative: +2 **Speed:** 30 ft. Armor Class: 16, touch 12, flat-footed 14 (+3 armor, +1 shield, +2 Dex) **Base Attack/Grapple:** +3/+4 Attack: sickle +5 melee (1d6+1/x2) or seax +5melee (1d4/19-20/x3) or shortspear +4 ranged (1d6+1/x2)**Full Attack:** sickle +5 melee (1d6+1/x2) or seax +5 melee (1d4/19-20/x3) or shortspear +4 ranged (1d6+1/x2)Space/Reach: 5 ft./5 ft. Special Attacks: -Special Qualities: arctic endurance, medicine bundle, medicine man, spontaneous casting, trackless step, tribal defender, wild shape (2/day), wild shape (animal), woodland stride Saves: Fort +5, Ref +5, Will +7 Abilities: Str 12, Dex 14, Con 13, Int 12, Wis 16, Cha 17 **Skills:** Heal +13, Hide +2, Knowledge (geography) +9, Knowledge (local) +6, Knowledge (nature) +15, Listen +10, Move Silently +2, Spot +10,, Survival +10, Swim +2Feats: Brew Potion, Dodge, Lightning Reflexes, Weapon Finesse **Challenge Rating:** 4 Alignment: Chaotic Neutral Languages: Common, Druidic, Dwarven **Combat:** Gear Potion of cure moderate wounds Other Gear studded leather armor, Light wooden shield, Shortspear (X3), Sickle, Druid's vestment, 125 GP **Druid Spells Prepared (CL 5):** 3 (2/day)—*cure moderate wounds, neutralize* poison, water breathing 2 (3/day)—barkskin, delay poison, fog cloud 1 (4/day)—obscuring mist, cure light wounds, goodberry, speak with animals, entangle (DC 14) **0** (at will)—detect magic, know direction, light,

stabilize

SPECIAL ABILITIES

Arctic Endurance (Ex) At 4th level, a Vikmordere Shaman ignores the effects of a cold climate as if using endure elements. He is also immune to being dazzled. This ability replaces Resist Nature's Lure.

Medicine Bundle (Sp) Vikmordere Shaman forms a powerful bond with a Medicine Bundle. Once per day the Vikmordere Shaman's medicine bundle allows him to cast any one spell that the Vikmordere Shaman is capable of casting. The spell is treated like any other spell cast by the Vikmordere Shaman, including casting time, duration, and other effects dependent on the druid's level. The spell cannot be modified by metamagic feats or other abilities. The Vikmordere Shaman can choose to lose his charged spell and replace it with remove disease. If a Vikmordere Shaman attempts to cast a spell without his medicine bundle worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. This spell can not be cast while in a wild shape form. This feature replaces the druid's Animal Companion class feature.

Medicine Man (Ex) A Vikmordere Shaman gains a +2 bonus on Knowledge (nature) and Heal checks; this is a modification of the druid's Nature Sense.

Tribal Defender (Su) Vikmordere Shaman gains a +1 insight bonus to AC against [evil] outsiders and aberrations. This bonus increases by +1 every 4th level. This ability replaces the Wild Empathy class feature.

Myhal Melithaltindre

Size/Type: Medium Elf Sorcerer 6 **Hit Dice:** 4d4+4 (14 hp) **Initiative:** +2 Speed: 30 ft. (6 squares) Armor Class: 16 (+2 Dex, ring of protection +4), touch 16, flat-footed 14 **Base Attack/Grapple:** +2/+1 Attack: Sickle +1 melee (1d6-1) Full Attack: Sickle +1 melee (1d6-1) Space/Reach: 5 ft./5 ft. Special Attacks: spells **Special Qualities:** Immune to Sleep, +2 to saves vs. Enchantment, low-light vision, Summon Familiar, snake familiar Feats: Combat Casting, Negotiator Skills: Bluff +8, Diplomacy +6, Knowledge (arcana) +8, Spellcraft +8 Saves: Fort +2, Ref +3, Will +3 Abilities: Str 9, Dex 15, Con 12, Int 13, Wis 9, Cha 18 **Challenge Rating:** 4 Alignment: Neutral Spells (spells per day/spells known/DC) 2 (3/day)—cause fear (DC 16), scorching ray, web (DC 16) 1(6/day)—disguise self, magic missile, shield **0** (**6**/**day**)—*dancing lights, detect magic, entangle* (DC 14), flare (DC 14), mage hand, prestidigita*tion, read magic*

Vikmordere Ranger

Size/Type: Medium Humanoid (human) Ranger 5 Hit Dice: 5d10+5 (46 hp) Initiative: +4Speed: 30 ft. Armor Class: 17 (+3 armor, +4 Dex), touch 14, flat-footed 13 Base Attack/Grapple: +5/+6Attack: longsword +6 melee (1d8+1/19-20/x2) or seax +6 (1d4/19-20/x3) or composite longbow +10ranged (1d8+1) Full Attack: longsword +6 melee (1d8+1/19-20/x2) x2) or composite longbow +10 ranged (1d8+1) Space/Reach: 5 ft./5 ft. Special Attacks: favored enemy (+2 vs. animals; +4

Sunglorian Militia

Size/Type: Medium Humanoid (human) Fighter 6 Hit Dice: 6d10+12 (47 hp) Initiative: +0 Speed: 20 ft. (4 sq.) Armor Class: 14 (+4 armor), touch 10, flat-footed 14 **Base Attack/Grapple:** +6/+9 Attack: falchion +10 melee (2d4+5/18-20) or composite shortbow (+2) +6 ranged (1d6+2/x3)**Full Attack:** falchion +10/+5 melee (2d4+5/18-20) or composite shortbow (+2) +6/+1 ranged (1d6+2/ x3) Space/Reach: 5 ft./5 ft. **Special Attacks:** -**Special Qualities:** -Saves: Fort +7, Ref +2, Will +5 Abilities: Str 16, Dex 11, Con 14, Int 10, Wis 14, Cha 8 Skills: Diplomacy +3, Intimidate +11, Knowledge (geography) + 3, Survival + 3 Feats: Cleave, Great Cleave, Improved Initiative, Power Attack, Skill Focus (Intimidate), Toughness (+3 hit points), Weapon Focus (falchion), Weapon Specialization (falchion) Challenge Rating: 5 Alignment: Lawful Neutral

vs. evil outsiders)

Special Qualities: combat styles (archery). spells, track, wild empathy Saves: Fort +5, Ref +8, Will +3 Abilities: Str 12, Dex 18, Con 13, Int 10, Wis 15, Cha 15 Skills: Heal +10, Hide +13, Knowledge (geography) +10, Knowledge (local) +5, Knowledge (nature) +8, Listen +12, Move Silently +13, Sense Motive +5, Spot +12, Survival +10 Feats: Alertness, Endurance, Point Blank Shot, Precise Shot, Stealthy, Weapon Focus (Longbow) **Challenge Rating:** 4 Alignment: Chaotic Good Languages: Common, Vikmordere Other Gear: Studded leather armor, Longbow, Comp. (Str +1), Longsword Ranger Spells Prepared (CL 2): 1 (2/day)—longstrider, speak with animals

Turtle-Shark

From a distance this creature resembles a giant snapping turtle. It has a peaked and craggy shell from which protrude four long fins and a scowling head at the end of a long neck. Rather than a turtle's head, however, this creature's head has irrefutably sharklike features. It has round, black eyes and a gaping maw filled with rows of razor sharp teeth.

Size/Type: Huge magical beast (aquatic) Hit Dice: 6d10+30 (63 hp) **Initiative:** +3 Speed: 10 ft., swim 40 ft. Armor Class: 21 (+3 Dex, +10 natural, -2 size), touch 11, flat-footed 18 **Base Attack/Grapple:** +6/+20 Attack: bite +13 melee (2d6+8 plus grab) or slam +12 melee (1d8+8) **Full Attack:** bite +13/+8 melee (2d6+8 plus grab) or slam +12/+7 melee (1d8+8) Space/Reach: 15 ft./10 ft. Special Attacks: capsize, swallow whole (1d8+8 plus 1d6 acid damage, AC 15, 6 hp) Special Qualities: amphibious, darkvision 60 ft., low-light vision, shell **Saves:** Fort +10, Ref +8, Will +2 Abilities: Str 26, Dex 16, Con 21, Int 2, Wis 10, Cha 8 Skills: Spot +9, Swim +16 **Feats:** Cleave, Power Attack, Weapon Focus (bite) **Environment:** any aquatic Organization: solitary or pair Challenge Rating: 6 Treasure: incidental Alignment: Neutral

TACTICS

A turtle-shark surprises many foes with its quickness in the water. Many assume that it is as slow as its other shelled kin, and underestimate its sharklike speed. Like its predatory cousins, a turtle-shark attacks nearly anything it can reach, especially if there is blood or activity in the water.

SPECIAL ABILITIES

Capsize (Ex) A turtle-shark can attempt to capsize a boat or ship by ramming it as a charge attack and making a grapple check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category larger than the turtle-shark's size, it takes a cumulative -10 penalty on this grapple check.

Shell (Ex) If severely threatened, a turtle-shark can completely withdraw into its shell, leaving it almost completely impervious to attack. When withdrawn, a turtle-shark gains a +8 bonus to its Armor Class and a +4 bonus on Reflex saves.

A turtle-shark is a giant hybrid animal, which many think is a product of the same twisted magic that created the owlbear. These vicious marine predators have developed a taste for humanoid flesh, and routinely patrol shipping lanes in the hopes of making a tasty meal out of any sailor that has the extreme misfortune of falling overboard. Much like a shark's, the teeth of a turtle-shark constantly replace themselves throughout the centuries-long life of the turtle-shark.

If the belly of a turtle-shark is cut open, it might contain the indigestible belongings of its previous meals.

Turtle-sharks average 20 feet in length and weigh about 10,000 pounds. It shell is dark greenishbrown or dull green mottled with brown splotches. Its head and fins are dark grayish-green.

Captain Vichere Jont CR 8

XP 4800 Male Human Expert 10 NG Medium Humanoid (human) Init +2; Senses -, Perception +18

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex) hp 54 (10d8+10) Fort +4, Ref +5, Will +8; +2 vs. electricity

OFFENSE

Speed 30 ft. Melee +1 Adamantine Dagger +9/+4 (1d4+2/19-20/x2)

STATISTICS

Str 12, Dex 15, Con 12, Int 18, Wis 13, Cha 12 Base Atk +7; CMB +8; CMD 20 Feats Acrobatic, Alertness, Athletic, Endurance, Persuasive, Storm-Lashed Skills Acrobatics +19, Appraise +8, Climb +15, Craft (ships) +12, Diplomacy +18, Fly +4, Intimidate +3, Knowledge (geography) +17, Knowledge (local) +14, Knowledge (nature) +17, Linguistics

+13, Perception +18, Sense Motive +18, Survival +11, Swim +18

Languages Aquan, Common, Cyclops, Dwarven, Giant, Gnoll, Gnome, Goblin, Halfling, Orc, Undercommon

Other Gear +1 Adamantine Dagger

SPECIAL ABILITIES

Endurance You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Storm-Lashed You can ignore many of the effects of severe weather. In rainy conditions, your visibility is only reduced by one-quarter (not by half) and you only take a -2 penalty on Perception checks. You are treated as if you were one size category larger for the purpose of wind effects, and halve any penalty to Perception caused by high winds. Finally, you gain a +2 bonus on all saving throws against electrical effects.

Cual Beartooth CR 11

XP 12,800 CN Medium Humanoid (Human) M Bar 12 Init +2; Senses -; Perception +8

DEFENSE

AC 20, touch 12, flat-footed 18 (+8 armor, +2 Dex) hp 151 (12d12+60) Fort +13, Ref +6, Will +7 Defensive Abilities Energy Absorption: Fire (1/ rage), Energy Resistance, Greater: Fire (1/rage), Energy Resistance: Fire, Guarded Life, Improved Uncanny Dodge (Lv >=16), Trap Sense +4; DR 2/—; Resist cold 10

OFFENSE

Speed 30 ft.

Melee Featheraxe +14/+14/+9/+4 (1d8+4/19-20/ x3) and +1 Dagger +9 (1d4+3/19-20/x2) and Gauntlet (from Armor) +16/+11/+6 (1d3+4/x2) Special Attacks Mighty Swing (1/rage)

STATISTICS

Str 19, Dex 14, Con 20, Int 12, Wis 16, Cha 12 Base Atk +12; CMB +16; CMD 28 Feats Cleave, Improved Critical (Featheraxe), Power Attack, Vital Strike (Featheraxe), Weapon Focus (Featheraxe)

Skills Acrobatics -1, Climb +10, Craft (Baskets) +4, Craft (Bows) +4, Craft (Carpentry) +4, Craft (Cloth) +4, Craft (Clothing) +4, Craft (Leather) +4, Craft (Pottery) +4, Craft (Rope) +4, Craft (Shoes) +4, Craft (Traps) +4, Craft (Weapons) +4, Fly -1, Handle Animal +12, Heal +13, Intimidate +12, Knowledge (Nature) +16, Perception +8, Ride -1, Stealth -1, Survival +18, Swim +5

Languages Common, Vikmordere

SQ Fast Movement +10, Fearless Rage, Rage (31 rounds/day)

Combat Gear +1 Dagger, Devil's Scale Mail, Featheraxe; Other Gear Potion of Aid, Potion of Barkskin +2, Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Cure Light Wounds (4), Potion of Cure Moderate Wounds (4), Potion of Cure Serious Wounds (2), Potion of Eagle's Splendor (2), Potion of Endure Elements (2), Potion of Fox's Cunning, Potion of Haste, Potion of Hide From Animals, Potion of Hide From Undead, Potion of Invisibility, Potion of Jump, Ring of Cold Resistance, Minor

SPECIAL ABILITIES

Damage Reduction (2/-) You have Damage Reduction against all attacks.

Damage Resistance, Cold (10) You have the specified Damage Resistance against Cold attacks.

Energy Absorption: Fire (Su) 1/rage, convert a fire attack into temporary healing.

Energy Resistance, Greater: Fire (Ex) 1/rage, halve a fire attack's damage before applying resistance.

Energy Resistance: Fire (Ex) Fire Resistance while raging

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Fearless Rage (Ex) While raging, you are immune to the shaken and frightened conditions.

Guarded Life (12 HP) (Ex) If reduced below 0HP, convert some damage to non-lethal. Auto-stabilize below 0HP.

Improved Uncanny Dodge (Lv >=16) (Ex) Retain DEX bonus to AC when flat-footed. Cual cannot be flanked unless the attacker is Level 16+.

Mighty Swing (1/rage) (Ex) Automatically confirm a critical while raging.

Rage (31 rounds/day) (Ex) +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.

Trap Sense +4 (Ex) +4 bonus on reflex saves and AC against traps.

Dark Slayer CR 4

This small humanoid is clothed in tattered rags from head to foot. Only its sinister eyes and pale hands are visible.

XP 1,200

CE Small humanoid outsider (dark folk, native) Init +6; Senses detect magic, see in darkness; Perception +4

DEFENSE

AC 18, touch 17, flat-footed 12 (+6 Dex, +1 natural, +1 size) hp 30 (4d8+12) Fort +3, Ref +12, Will +2 DR 5/magic; Immune poison; Resist acid, cold, electricity, fire 10; SR 15 Weaknesses light blindness

OFFENSE

Speed 30 ft., fly 60 ft. (good) Melee kukri +10 (1d3+1/18-20 plus black smear poison) or bite +8 (1d4+1) and 2 claws +3 (1d3+1) Special Attacks death throes, poison use, sneak attack +2d6, , smite good (1/day; +4), soul harvest Spell-Like Abilities (CL 4th; concentration +6)

Constant-detect magic At will-bleed (DC 14), chill touch (DC 15), darkness, spectral hand 3/day-daze monster (DC 16), death knell (DC 16), inflict moderate wounds (DC 16)

STATISTICS

Str 13, Dex 22, Con 14, Int 12, Wis 13, Cha 19 Base Atk +3; CMB +4; CMD 19 Feats Skill Focus (Use Magic Device), Weapon Finesse Skills Climb +5, Perception +5, Spellcraft +8,

Stealth +14, Use Magic Device +14; Racial Modifiers +4 Climb, +4 Stealth, +4 Perception Languages Dark Folk SQ magical knack

SPECIAL ABILITIES

Death Throes (Su) When a dark slayer is slain, its body implodes violently into nothingness, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d8 points of sonic damage and must make a DC 13 Fortitude save or be deafened for 2d4 rounds. The save DC is Constitution-based.

Magical Knack (Ex) Spellcraft and Use Magic Device are always class skills for dark slayers.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry two doses on them.

Black Smear—injury; save Fort DC 15; frequency 1/ round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

Smite Good (Su) Once per day, the dark slayer may smite a good-aligned creature. As a swift action, the creature chooses one target within sight to smite. If this target is good, the creature adds its Charisma bonus (if any) to attack rolls and gains a damage bonus equal to its HD against that foe. This effect persists until the target is dead or the creature rests.

Soul Harvest (Su) When a dark slayer damages a flat-footed foe or a foe it is flanking with a melee touch spell or spell-like ability that deals hit point damage, the spell does an additional 1d6 points of damage and the dark slayer gains an equal amount of temporary hit points. These temporary hit points last for a maximum of 1 hour.

ECOLOGY

Environment any underground

Organization solitary, gang (1 dark slayer and 2-5 dark stalkers), or clan (20-80 dark creepers plus 1 dark stalker or dark slayer per 20 dark creepers) Treasure standard (kukri, black smear [2 doses], other gear)

Dark slayers are relatively rare sub-race of the dark folk imbued with malign energies that grant them a suite of deadly spell-like abilities beyond those normally accessible to their kin. They are usually encountered leading small bands of dark creepers, and seethe with barely concealed envy of the dark stalkers, ever scheming to displace them and claim a dark folk tribe of their own. Dark stalkers direct the slayers for their own ends, grooming them for use against enemies, ever ready to sacrifice a slayer in battle for an advantage, however temporary.

Unlike other dark folk, dark slayers embrace their evil impulses. Their pleasures extend more to murder and pain than to theft or mayhem. Dark slayers are obsessed with magical trinkets, covering them above all else. Sadly, their obsessive need to fiddle and tinker often leaves their pretties broken or depleted.

Dark slayers stand just short of 4 feet tall and weigh 50 pounds. Most have a persistent tremor visible in their hands, stilled only when fondling a newfound magic item. Their skin is dead white, dry, and hot to the touch; their eyes are dark and narrow. Dark slayers wear salvaged rags like dark creepers do, but they discard the rags when they grow too tattered or foul-smelling.

Dark Stalker CR 6

This tall humanoid's pale brow and black, soulless eyes are all that can be seen above a black scarf wrapped around its face.

XP 2,400

CE Medium humanoid outsider (dark folk, native) Init +6; Senses see in darkness; Perception +10

DEFENSE

AC 21, touch 17, flat-footed 14 (+2 armor, +6 Dex, +3 natural) hp 51 (6d8+24) Fort +6, Ref +11, Will +4 DR 5/magic; Immune poison; Resist acid, cold, electricity, and fire 10; SR Weaknesses light blindness

OFFENSE

Speed 30 ft., fly 60 ft. (good) Melee 2 short swords +8/+8 (1d6+3 plus poison/19–20) or bite +6 (1d6+3) and 2 claws +1 (1d4+3) Special Attacks death throes, smite good (+2; 1/ day), sneak attack (+3d6) Spell-Like Abilities (CL 6th) At will—deeper darkness, detect magic, fog cloud 1/day—desecrate, unholy blight 3/day—darkness

STATISTICS

Str 16, Dex 22, Con 18, Int 11, Wis 15, Cha 15 Base Atk +4; CMB +7; CMD 23 Feats Double Slice, Two-Weapon Fighting, Weapon Finesse Skills Climb +11, Perception +10, Sleight of Hand +7, Stealth +10; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth Languages Dark Folk, Undercommon SQ poison use

SPECIAL ABILITIES

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them.

Black Smear—injury; save Fort DC 15; frequency 1/ round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by deeper darkness.

Smite Good (Su) Once per day, the dark stalker may smite a good-aligned creature. As a swift action, the creature chooses one target within sight to smite. If this target is good, the creature adds its Charisma bonus (if any) to attack rolls and gains a damage bonus equal to its HD against that foe. This effect persists until the target is dead or the creature rests.

ECOLOGY

Environment any underground

Organization solitary, gang (1 dark stalker and 2–5 dark creepers), or clan (20–80 dark creepers plus 1 dark stalker per 20 dark creepers) Treasure NPC gear (leather armor, short swords [2], black smear [6], other treasure)

Doppelganger CR 3

This grayish humanoid creature seems almost unfinished, with a narrow head, gaunt limbs, and a sinister, noseless face.

XP 800

N Medium monstrous humanoid (shapechanger) Init +1; Senses darkvision 60 ft.; Perception +9

DEFENSE

AC 24, touch 12, flat-footed 23 (+8 armor, +1 Dex, +1 dodge, +4 natural) hp 26 (4d10+4) Fort +4, Ref +5, Will +6 Immune charm, sleep

OFFENSE

Speed 30 ft. Melee battleaxe +8 (1d8+4) Spell-Like Abilities (CL 18th) At will—detect thoughts (DC 13)

STATISTICS

Str 18, Dex 13, Con 12, Int 13, Wis 14, Cha 13 Base Atk +4; CMB +8; CMD 20 Feats Dodge, Great Fortitude Skills Bluff +9 (+13 while using change shape ability), Diplomacy +4, Disguise +9 (+29 while using change shape ability), Perception +9, Sense Motive +6, Stealth +5; Racial Modifiers +4 Bluff, +4 Disguise

Languages Common SQ change shape (alter self), mimicry, perfect copy

SPECIAL ABILITIES

Mimicry (Ex) A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Su) When a doppelganger uses change shape, it can assume the appearance of specific individuals.

ECOLOGY

Environment any Organization solitary, pair, or gang (3–6) Treasure NPC Gear Doppelgangers are strange beings that can take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and halfformed facial features. Its flesh is pale and hairless, and its eyes are vacant and white.

Doppelgangers prefer infiltrating societies where they can gather wealth and influence, and see little point in forming cities of their own kind. Younger doppelgangers practice their skills by taking over small orc or goblin tribes, then move to more complicated societies like dwarven, elven, and human communities. Rather than making themselves targets by taking positions of leadership, they prefer to be the power behind the throne, or use multiple identities to manipulate influential citizens or entire guilds.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived. They are particularly fond of invading human societies in order to indulge in their desires-some enjoy the complex dance of politics while others seek constant change in the race and gender of both themselves and their romantic companions. While not standard, it is those doppelgangers use their gifts for cruel and sadistic purposes that are most notorious, and these shapeshifters are the primary cause of the race's sinister reputation. Certainly, a creature capable of changing its shape has a handy way to avoid capture for its crimes, and some particularly malicious doppelgangers enjoy disrupting relationships by posing as unfaithful lovers.

Rumors persist of even more powerful doppelgangers capable of not only shifting their appearance, but also skills, memories, and even the extraordinary and supernatural abilities of creatures whose forms they choose to mimic. These doppelgangers' change shape ability functions like the spell *polymorph* rather than alter self.

55

Edheliant Barbarian CR 6

This monstrosity has the beauty, grace, and fluid motion of an Elf combined with the savage fury of an Orc. It sees you and raises its club.

XP 2,400

CE Medium Monstrous Humanoid (Elf) Init +3; Senses darkvision 60 ft., low-light vision; Perception -

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +2 natural) hp 58 (6d12+20) Fort +9, Ref +5, Will +2 Immune elven traits, sleep; SR 17

OFFENSE

Speed 50 ft. Melee greatclub +11/+6 (1d10+6) Ranged javelin +9/+4 javelin (1d6+4) Special Attacks knockback, might swing, powerful blow +2 Spell-like Ability At will – *detect magic*

STATISTICS

Str 20, Dex 16, Con 18, Int 7, Wis 10, Cha 16 Base Atk +6; CMB +11, CMD 24 Feats Extra Rage, Power Attack, Vital Strike Skills Intimidate +11, Survival +8 Languages Old Elven SQ camouflage (forest), darkvision 60 ft., fast, fast movement, improved uncanny dodge, rage (22 rnds/day), silent hunter, trap sense +2, uncanny dodge

SPECIAL ABILITIES

Camouflage (forest) (Ex): Edheliant gain a +4 racial bonus on Stealth checks while within the forest.

Fast (Su): Edheliant have a base speed of 40 ft.

Silent Hunter (Ex): Edheliant reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a –20 penalty.

Like tigers on the prowl, Edheliant combine a sleek grace with a barely controlled savagery.

They prefer to remain in the forest where they can hide effectively and stalk the Elves they've been taught to hunt.

They despise towns and cities and, unless directly ordered by Onael, will not enter one.

Edheliant stand 7 ft. tall and weigh around 350 lbs. The size of their opponents doesn't matter, but since they have been taught to hunt Elves, they generally are taller and heavier than their opponents and use that difference to their advantage.

They have little culture, other than the hunt and their frenzied worship of Onael.



Half-fiend Schir Demon CR 6

This goat-headed humanoid is covered in a mangy gray hide that only partly covers its gaunt but muscled frame.

XP 2,400

CE Medium outsider (chaotic, demon, evil, native) Init +3; Senses darkvision 60 ft., see invisibility; Perception +13

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 37 (5d10+10)

Fort +8, Ref +4, Will +4

DR 5/cold iron or good or magic; Immune acid, cold, disease, electricity, poison; Resist fire 10; SR 17

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee mwk halberd +12 (1d10+7/x3 plus disease), gore +5 (1d6+2) or gore +10 (1d6+4) or bite +10 (1d6+6 plus disease) and two claws +5 (1d4+3) Special Attacks powerful charge (gore, 3d6+7), smite good (1/day;

Spell-Like Abilities (CL 6th; concentration +4) Constant—see invisibility, tongues 3/day—arcane lock, darkness, expeditious retreat, protection from good

1/day—*desecrate, summon* (level 2, 1d3 schirs 20%), *unholy blight*

STATISTICS

Str 21, Dex 16, Con 19, Int 10, Wis 7, Cha 10 Base Atk +5; CMB +10; CMD 23 Feats Iron Will, Power Attack, Weapon Focus (halberd)

Skills Acrobatics +10 (+18 jumping), Climb +11, Intimidate +6, Perception +13, Survival +2; Racial Modifiers +8 Acrobatics when jumping, +8 Perception

Languages Abyssal; telepathy 100 ft., tongues

SPECIAL ABILITIES

Disease (Ex) A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the demon's filthy spittle. Any creature struck by a schir's halberd must succeed at a DC 15 Fortitude save or contract gray pox—a frightening dis ease that causes weakness, gray splotches on the skin, and eventual catatonia. The save DC is Constitution-based.

Gray Pox: Halberd or bite—injury; save Fort DC 15; onset 1 day; frequency 1/day; effect 1d6 Str damage; cure 2 consecutive saves.

ECOLOGY

Environment any (Abyss) Organization solitary, pair, or pack (2-8) Treasure standard (masterwork halberd, other treasure)

A schir resembles a tall, muscular humanoid with the head and hooves of a demonic goat. A ragged hide covers patches of a schir's body, usually around the forearms and lower legs, with a crestlike patch running down from the creature's crown to the nape of its neck. Schir demons are 7 feet tall, though they usually stoop and so appear shorter, and weigh 300 pounds. Also known as spite demons, schirs are among the most violent and vile-tempered inhabitants of the Abyss. Schirs are formed from the souls of mortals who either committed or framed others for heinous crimes-acts committed for the sole purpose of petty retribution. Despite such origins, schirs occupy one of the lowest orders in the demonic hierarchy, often serving as front-line infantry in demonic armies or as guards for minor demonic commanders.

Although not especially intelligent, schirs are cunning warriors and able sentries. Although they prefer to charge into combat, a schir's natural jumping ability makes it a nimble enemy, capable of using its surroundings astutely. A schir will often jump on top of rocks, crumbling walls, or any other high place to hack with its disease-ridden halberd. For all of schirs' capabilities, their spitefulness makes them distrustful of any creature that has not proven its greater power and strength numerous times.

A schir set loose upon the Material Plane quickly seeks to set itself up as a leader of its own army—often, schirs seek out tribes of savage humanoids and attempt to replace the current leaders. They are particularly fond of infiltrating gnoll tribes.

Klavek Soldier CR 5

XP 1600

Human Fighter 6 LN Medium Humanoid (human) Init +4; Senses ;- Perception +2

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor) hp 57 (6d10+18) Fort +7, Ref +2, Will +5 (+7 vs. fear) Defensive Abilities bravery +2

OFFENSE

Speed 30 ft. Melee falchion +11/+6 (2d4+6/18-20/x2) Ranged composite shortbow (Str +3) +6/+1 (1d6+3/x3) Special Attacks weapon training abilities (heavy blades +1)

STATISTICS

Str 16, Dex 11, Con 14, Int 10, Wis 14, Cha 8 Base Atk +6; CMB +8; CMD 18 Feats Dazzling Display (Falchion), Improved Initiative, Rugged Northerner, Skill Focus (Intimidate), Toughness +6, Vital Strike, Weapon Focus (Falchion), Weapon Specialization (Falchion) Skills Diplomacy +4, Intimidate +10, Knowledge (geography) +5, Survival +10 Languages Common

Other Gear Scale mail, Falchion, composite shortbow (Str +2)

SPECIAL ABILITIES

Bravery +2 (Ex) Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Rugged Northerner You treat extreme cold conditions as severe cold, and severe cold as cold weather conditions. You are not impacted at all by normal cold weather conditions. In addition, you do not become fatigued by frostbite or hypothermia.

Vital Strike Standard action: x2 weapon damage dice.

Weapon Training (Blades, Heavy) +1 (Ex) +1 Attack, Damage, CMB, CMD with Heavy Blades

Kra'Tah CR 4

Skittering into the light is a terrifying form with a shiny red chitinous exoskeleton. It has long crab-like legs lined with sharp barbs like a hundred sharpened daggers. It hisses and opens a gaping maw filled with razor sharp black teeth and moves towards the group.

XP 1,200

CE Large (15' long) aberration (aquatic) Init +7; Senses darkvision 60 ft.; Perception +19

DEFENSE

AC 19, touch 14, flat-footed 14 (+4 Dex, +5 natural, -1 size) hp 33 (6d8+6) Fort +4, Ref +7, Will +9 Immune poison

OFFENSE

Speed 30 ft., swim 20 ft. Melee 2 claws +7 (1d6+2 plus grab) Space 10 ft.; Reach 10 ft. Special Attacks constrict (1d6+1), paralytic tentacles

STATISTICS

Str 13, Dex 18, Con 12, Int 10, Wis 14, Cha 5 Base Atk +5; CMB 8; CMD 23 Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (claw) Skills Knowledge (nature) +8, Perception +19, Sense Motive +9, Stealth +20, Swim +24 SQ amphibious

ECOLOGY

Environment arctic lakes/temperate caves Organization solitary, pair, or pack (3-6) Treasure standard

SPECIAL ABILITIES

Paralytic Tentacles (Ex) The Kra'Tah can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a paralytic secretion. Anyone held in the tentacles must succeed on a DC 16 Fortitude save each round on the Kra'Tah's turn or be paralyzed for 3 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d6+1 points of damage each round from the creature's mandibles.

Lieutenant Saith Laet CR 6

XP 2,400

Human FIghter 6/Cleric of the God of War 1 LN Medium Humanoid (human) Init +2; Senses -; Perception +6 Aura lawful

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex) hp 58 (6d10+18 plus 1d8+3) Fort +10; Ref +4; Will +8; +10 vs. fear

OFFENSE

Speed 30 ft. Melee +9 warhammer (1d8+4/x3) Ranged +8 composite shortbow (Str +1) (1d6+1/ x3) Special Attacks Spells Cleric Spells 0 – cure minor wounds, guidance, light 1 – bless, magic weapon^D, shield of faith

STATISTICS

Str 13; Dex 15; Con 16; Int 10; Wis 18; Cha 13 Base Attack +6; CMB +7; CMD 19 Feats Extra Channel, Persuasive, Point Blank Shot, Precise Shot, Rugged Northerner, Skill Focus (Diplomacy), Weapon Focus (warhammer), Weapon Specialization (warhammer) Skills Diplomacy +6, Intimidate +5, Knowledge (local) +2, Knowledge (religion) +3, Perception +6 SQ armor training +1, battle rage, channel energy (1d6/DC 12/6 per day), touch of law, weapon training (hammers) +1 Languages Common

Law Domain Granted Power:

Touch of Law (Sp): You can touch a willing creature as a standard action, infusing it with the power of divine order and allowing it to treat all attack rolls, skill checks, ability checks, and saving throws for 1 round as if the natural d20 roll resulted in an 11. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

War Domain Granted Power:

Battle Rage (Sp): You can touch a creature as a standard action to give it a bonus on melee damage rolls equal to 1/2 your cleric level for 1 round (minimum +1). You can do so a number of times per day equal to 3 + your Wisdom modifier.

Myhal Melithaltindre CR 4

XP 1,200 N Medium Elf Sorcerer Init +2, Senses low-light vision; Perception -

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, ring of protection +4) hp 18 (4d6+4) Fort +2, Ref +3, Will +3 Immune sleep; Resist +2 to saves against enchantment

OFFENSE

Speed 30 ft. (6 squares) Melee Sickle +1 (1d6-1) Space/Reach: 5 ft./5 ft. Special Attacks: laughing touch, spells Spells (spells per day/spells known/DC) 2 – (3/day) *cause fear* (DC 16), *scorching ray, web* (DC 16) 1 – (6/day) *disguise self, magic missile, shield* 0 – (6/day) *dancing lights, detect magic, entangle*

(DC 14), flare (DC 14), mage hand, prestidigitation, read magic

STATISTICS

Str 9, Dex 15, Con 12, Int 13, Wis 9, Cha 18 Base Atk +2; CMB +1; CMD 13 Feats Combat Casting, Eschew Materials, Persuasive Skills Bluff +7, Diplomacy +6, Knowledge (arcana) +8, Spellcraft +8 Special Qualities Fey bloodline, Immune to Sleep, +2 to saves vs. Enchantment, low-light vision,

Summon Familiar, woodland stride

SPECIAL ABILITIES

Laughing Touch (Sp): At 1st level, you can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action but can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.

Nynd'el, Vikmordere Shaman CR 4

XP 1,200 CN Medium Humanoid (human) Init +2; Senses -; Perception +11

DEFENSE

AC 17, touch 13, flat-footed 15 (+3 armor, +1 shield, +2 Dex, +1 dodge) hp 39 (5d8+5) Fort +5, Ref +5, Will +7

OFFENSE

Speed 30 ft. Melee sickle +5 (1d6+1/x2) Melee seax +5 (1d4/19-20/x3) Ranged shortspear +4 (1d6+1/x2) Spell-Like Abilities Icicle (6/day) Druid Spells Prepared (CL 5): 3 (2/day) cure moderate wounds, neutralize poison, water breathing 2 (3/day) barkskin, delay poison, fog cloud 1 (4/day) obscuring mist, cure light wounds, goodberry, speak with animals, entangle (DC 14) 0 (at will) detect magic, know direction, light, stabilize

STATISTICS

Str 12, Dex 14, Con 13, Int 12, Wis 16, Cha 17 Base Atk +3; CMB +4; CMD 17 Feats Brew Potion, Dodge, Lightning Reflexes, Weapon Finesse Skills Heal +13, Knowledge (geography) +9, Knowledge (local) +6, Knowledge (nature) +15, Perception +11, Stealth +2, Survival +10, Swim +2 Languages Common, Druidic, Dwarven SQ arctic endurance, medicine bundle, medicine man, spontaneous casting, trackless step, tribal defender, wild shape (2/day), wild shape (animal), woodland stride Combat Gear Potion of cure moderate wounds

Other Gear studded leather armor, Light wooden shield, Shortspear (X3), Sickle, Druid's vestment, 125 GP

SPECIAL ABILITIES

Druid Domain (Water) Granted Powers: You can manipulate water and mist and ice, conjure creatures of water, and resist cold.

Icicle (1d6+2) (6/day) (Sp) 30' Ranged touch attack deals 1d6+2 cold damage.

Arctic Endurance (Ex) At 4th level, a Vikmordere Shaman ignores the effects of a cold climate as if using endure elements. He is also immune to being dazzled. This ability replaces Resist Nature's Lure.

Medicine Bundle (Sp) Vikmordere Shaman forms a powerful bond with a Medicine Bundle. Once per day the Vikmordere Shaman's medicine bundle allows him to cast any one spell that the Vikmordere Shaman is capable of casting. The spell is treated like any other spell cast by the Vikmordere Shaman, including casting time, duration, and other effects dependent on the druid's level. The spell cannot be modified by metamagic feats or other abilities. The Vikmordere Shaman can choose to lose his charged spell and replace it with remove disease. If a Vikmordere Shaman attempts to cast a spell without his medicine bundle worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. This spell can not be cast while in a wild shape form. This feature replaces the druid's Natures Bond class feature.

Medicine Man (Ex) A Vikmordere Shaman gains a +2 bonus on Knowledge (nature) and Heal checks; this is a modification of the druid's Nature Sense.

Tribal Defender (Su) Vikmordere Shaman gains a +1 insight bonus to AC against [evil] outsiders and aberrations. This bonus increases by +1 every 4th level. This ability replaces the Wild Empathy class feature.



Sunglorian Militia CR 5

XP 1600 Human Fighter 6 LN Medium Humanoid (human) Init +4; Senses ;– Perception +2

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor) hp 57 (6d10+18) Fort +7, Ref +2, Will +5 (+7 vs. fear) Defensive Abilities bravery +2

OFFENSE

Speed 30 ft. Melee falchion +11/+6 (2d4+6/18-20/x2) Ranged composite shortbow (Str +3) +6/+1 (1d6+3/x3) Special Attacks weapon training abilities (heavy blades +1)

STATISTICS

Str 16, Dex 11, Con 14, Int 10, Wis 14, Cha 8 Base Atk +6; CMB +8; CMD 18 Feats Dazzling Display (Falchion), Improved Initiative, Rugged Northerner, Skill Focus (Intimidate), Toughness +6, Vital Strike, Weapon Focus (Falchion), Weapon Specialization (Falchion) Skills Diplomacy +4, Intimidate +10, Knowledge (geography) +5, Survival +10

Languages Common

Other Gear Scale mail, Falchion, composite shortbow (Str +2)

SPECIAL ABILITIES

Bravery +2 (Ex) Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Rugged Northerner You treat extreme cold conditions as severe cold, and severe cold as cold weather conditions. You are not impacted at all by normal cold weather conditions. In addition, you do not become fatigued by frostbite or hypothermia.

Vital Strike Standard action: x2 weapon damage dice.

Weapon Training (Blades, Heavy) +1 (Ex) +1 Attack, Damage, CMB, CMD with Heavy Blades

Vikmordere Ranger CR 4

XP 1200 Human Ranger 5 CG Medium Humanoid (human) Init +4; Senses -; Perception +12

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex) hp 46 (5d10+5) Fort +5 (+4 vs. hot or cold environments and to resist damage from suffocation), Ref +8, Will +3

OFFENSE

Speed 30 ft. Melee longsword +6 (1d8+1/19-20/x2) Melee seax +6 (1d4/19-20/x3) Ranged composite longbow (Str +1) +10 (1d8+1/ x3) Special Attacks favored enemies (animals +2, evil outsiders +4) Ranger Spells Prepared (CL 2): 1 (2/day) longstrider, speak with animals

STATISTICS

Str 12, Dex 18, Con 13, Int 10, Wis 15, Cha 15 Base Atk +5; CMB +6; CMD 20 Feats Alertness, Endurance, Point Blank Shot, Precise Shot, Stealthy, Weapon Focus (Longbow) Skills Heal +10, Knowledge (geography) +10 (+12 vs. animals, +14 vs. evil outsiders, +12 while in cold terrain), Knowledge (local) +5 (+7 vs. animals, +9 vs. evil outsiders), Knowledge (nature) +8 (+10 vs. animals, +12 vs. evil outsiders), Perception +12 (+14 vs. animals, +16 vs. evil outsiders, +14 while in cold terrain), Sense Motive +5 (+7 vs. animals, +9 vs. evil outsiders), Stealth +13 (+15 while in cold terrain), Survival +10 (+12 vs. animals, +14 vs. evil outsiders, +12 while in cold terrain, +12 to track)

Languages Common, Vikmordere

SQ combat styles (archery), favored terrain (cold +2), hunter's bonds (companions), track, wild empathy

Other Gear Studded leather armor, Longbow, Comp. (Str +1), Longsword

Turtle-Shark CR 6

From a distance this creature resembles a giant snapping turtle. It has a peaked and craggy shell from which protrude four long fins and a scowling head at the end of a long neck. Rather than a turtle's head, however, this creature's head has irrefutably sharklike features. It has round, black eyes and a gaping maw filled with rows of razor sharp teeth.

XP 2,400

N Huge magical beast (aquatic) Init +3; Senses darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 21, touch 11, flat-footed 18 (+3 Dex, +10 natural, -2 size) hp 63 (6d10+30) Fort +10, Ref +8, Will +2 Defensive Abilities shell

OFFENSE

Speed 10 ft., swim 40 ft. Melee bite +13 (2d6+8 plus grab), slam +12 (1d8+8) Space 15 ft.; Reach 10 ft. Special Attacks capsize, swallow whole (1d8+8 plus 1d6 acid damage, AC 15, 6 hp)

TACTICS

A turtle-shark surprises many foes with its quickness in the water. Many assume that it is as slow as its other shelled kin, and underestimate its sharklike speed. Like its predatory cousins, a turtle-shark attacks nearly anything it can reach, especially if there is blood or activity in the water.

STATISTICS

Str 26, Dex 16, Con 21, Int 2, Wis 10, Cha 8 Base Atk +6; CMB +16 (+20 grapple); CMD 29 Feats Cleave, Power Attack, Weapon Focus (bite) Skills Perception +9, Swim +16 SQ amphibious

SPECIAL ABILITIES

Capsize (Ex) A turtle-shark can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category larger than the turtle-shark's size, it takes a cumulative -10 penalty on this CMB check.

Shell (Ex) If severely threatened, a turtle-shark can completely withdraw into its shell, leaving it almost completely impervious to attack. When withdrawn, a turtle-shark gains a +8 bonus to its Armor Class and a +4 bonus on Reflex saves.

ECOLOGY

Environment any aquatic Organization solitary or pair Treasure incidental

A turtle-shark is a giant hybrid animal, which many think is a product of the same twisted magic that created the owlbear. These vicious marine predators have developed a taste for humanoid flesh, and routinely patrol shipping lanes in the hopes of making a tasty meal out of any sailor that has the extreme misfortune of falling overboard. Much like a shark's, the teeth of a turtle-shark constantly replace themselves throughout the centuries-long life of the turtle-shark.

If the belly of a turtle-shark is cut open, it might contain the indigestible belongings of its previous meals.

Turtle-sharks average 20 feet in length and weigh about 10,000 pounds. It shell is dark greenishbrown or dull green mottled with brown splotches. Its head and fins are dark grayish-green.

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